

1850 Pts - Chaos Daemons - Bill Kim's Daemons 5th Seed Adepticon 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Fateweaver, Oracle of Tzeentch (1^X, 333 pts)												
Fateweaver, Oracle of Tzeentch	1		4	5	5	5	3	4	2	9	-/3(i)	333
(C:CD, pp.49 & 78); Unit Type: Monstrous Creature; DG: Daemonic Flight; rDG: Boon of Mutation; rDG: Breath of Chaos; rDG: Daemonic Gaze; DGT: Master of Sorcery; DGT: We Are Legion; rDGT: Bolt of Tzeentch; DGT: Soul Devourer; sW: Power Weapon; S: Oracle of Eternity; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
HQ: Skarbrand, The Exiled One (1^X, 300 pts)												
Skarbrand, The Exiled One	1		10	-	8	6	4	5	6	10	3+/4	300
(C:CD, pp.47 & 78); Unit Type: Monstrous Creature; DG: Instrument of Chaos; DG: Iron Hide; rDG: Breath of Chaos; S: Bellow of Endless Fury; S: Fleet; S: Furious Charge; S: Rage Embodied; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Elite: Fiends of Slaanesh (6^X, 190 pts)												
Fiends of Slaanesh	6		4	-	5/6	4	2	5	5	10	-/5(i)	190
(C:CD, pp.37 & 82); Unit Type: Beasts; DGS: Rending Claws; DGS: Soporific Musk; sW: Rending; DG: Unholy Might (x1); S: Hit & Run; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Elite: Fiends of Slaanesh (6^X, 190 pts)												
Fiends of Slaanesh	6		4	-	5/6	4	2	5	5	10	-/5(i)	190
(C:CD, pp.37 & 82); Unit Type: Beasts; DGS: Rending Claws; DGS: Soporific Musk; sW: Rending; DG: Unholy Might (x1); S: Hit & Run; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Troops: Bloodletters of Khorne (14^X, 249 pts)												
Bloodletters of Khorne	14		5	-	4	4	1	4	2	10	-/5(i)	249
(C:CD, pp.32 & 84); Unit Type: Infantry; DGK: Hellblade; sW: Power Weapon; DG: Chaos Icon (x1); S: Furious Charge; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Troops: Pink Horrors of Tzeentch (5^X, 100 pts)												
Pink Horrors of Tzeentch	4		2	3	3	3	1	3	1	10	-/4(i)	100
(C:CD, pp.42 & 85); Unit Type: Infantry; rDGT: Warpfire; rDGT: Bolt of Tzeentch (x1); S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
The Changeling	1	-	2	3	3	3	1	3	1	10	-/4(i)	[22]
(C:CD, pp.50 & 80); rDGT: Warpfire; S: Glamour of Tzeentch; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Troops: Pink Horrors of Tzeentch (5^X, 95 pts)												
Pink Horrors of Tzeentch	5		2	3	3	3	1	3	1	10	-/4(i)	95
(C:CD, pp.42 & 85); Unit Type: Infantry; rDGT: Warpfire; rDGT: Bolt of Tzeentch (x1); S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Troops: Pink Horrors of Tzeentch (5^X, 95 pts)												
Pink Horrors of Tzeentch	5		2	3	3	3	1	3	1	10	-/4(i)	95
(C:CD, pp.42 & 85); Unit Type: Infantry; rDGT: Warpfire; rDGT: Bolt of Tzeentch (x1); S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Fast Attack: Seekers of Slaanesh (16^X, 297 pts)												
Seekers of Slaanesh	16		4	-	3	3	1	6	4	10	-/5(i)	297
(C:CD, pp.41 & 86); Unit Type: Cavalry; DGS: Aura of Acquiescence; DGS: Rending Claws; sW: Rending; DG: Chaos Icon (x1); S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Total Cost:											1849	

Option Footnotes

Daemonic Gifts	
DG: Chaos Icon	Friendly units deep strike without scatter if within 6" of Icon. See rules. (C:CD pg73)
DG: Daemonic Flight	Moves like Jump Infantry. (C:CD pg73)
DG: Instrument of Chaos	CC Results of a Draw are Won by one wound. Draws are met vs another Instrument of Chaos. (C:CD pg73)
DG: Iron Hide	Gains a 3+ Armour Save. (C:CD pg73)
DG: Unholy Might	Adds +1 Strength to Profile. (C:CD pg73)
DGK: Hellblade	Hellblades are considered Power weapons. (C:CD pg74)

DGS: Aura of Acquiescence	Counts as being equipped with Assault & Defensive Grenades. (No bonus vs Vehicles) (C:CD pg75)
DGS: Rending Claws	Pair of Rending Claws. (Bonus Attack Included in profile.) (C:CD pg75)
DGS: Soporific Musk	Has Hit & Run Special Rule. (C:CD pg75)
DGT: Master of Sorcery	May use one extra range weapon in its shooting phase. Unless other wise capable can not use the same Ranged weapon more then once. (C:CD pg74)
DGT: Soul Devourer	Power weapon, any unsaved W results in Ld Test per W using own Ld. Fail results in Instant Death. (C:CD pg74)
DGT: We Are Legion	Can target multiple ranged targets and choose which to assault. (C:CD, pg. 74)
rDG: Boon of Mutation	May be used even while in CC. If target is hit and within 6" (no LOS req), target must take a Toughness Test. If failed, target is removed as a casualty or replaced by an available Chaos Spawn model. No Saves Apply, Vehicles unaffected. (C:CD pg73)
rDG: Breath of Chaos	Template; Wounds on 4+; No armour or cover saves; Glancing hits on 4+. (C:CD pg73)
rDG: Daemonic Gaze	24" Range; S:5; AP:3; Assault 3. (C:CD pg73)
rDGT: Bolt of Tzeentch	24" Range; S:8; AP:1; Assault 1 (C:CD pg74)
rDGT: Warpfire	18" Range; S:4; AP:4; Assault 3 (C:CD pg74)
sW: Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
sW: Rending	To Wound roll of 6 = Auto wound, No Armour Save. Penetration roll of 6 adds one additional D3 to the result. (WH40k pp. 31,42)
Special Rules	
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
S: Bellow of Endless Fury	Includes Daemonic Gift's: Breath of Chaos and Instrument of Chaos. (C:CD pg47)
S: Daemon	Includes Special skills of: 1) Fearless, 2) invulnerable, 3) Daemonic Assault, 4) Daemonic Rivalry. (Soul Grinder: Immune to Shaken and Stunned Results) (C:CD pg27)
S: Eternal Warriors	Immune to Instant Death. (C:CD pg27)
S: Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
S: Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
S: Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
S: Glamour of Tzeentch	(See C:CD, pg. 54)
S: Hit & Run	May move 3D6" after combat, conditions apply (p75 WH40K 5E)
S: Invulnerable!	Saves are invulnerable! (Excluding added armour save.) (C:CD pg27)
S: Oracle of Eternity	All friendly Units within 6" are able to Reroll; Armour, Inv, & Cover saves. Every unsaved wound by fateweaver, take Ld test. If failed, remove Fateweaver from play as a casualty. (C:CD pg49)
S: Rage Embodied	All models (including Enemy models) within 24" Must reroll failed rolls to hit in Close Combat. (C:CD pg47)
Unit Type	
Unit Type: Beasts	1) Unit has Fleet and may move 12" when assaulting. 2) Unit makes Fall Back moves of 3D6". (WH40k, pg. 54)
Unit Type: Cavalry	Unit Type: Cavalry (WH40k, pg. 54)
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Monstrous Creature	Unit Type: Monstrous Creature (p.51 WH40k) 1) Have Move Through Cover (p. 75 WH40k) 2) Fire two weapons per turn and have Relentless (p. 76 WH40k). 3) Close combat wounds ignore Armour Saves. 4) Armour penetration 2D6+Str