














1750 Pts - Chaos Daemons - DAE-1750-Tzeenesh

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Herald of Tzeentch (1⁺, 110 pts)												
Herald of Tzeentch	1		2	4	3	3/4	2/5	4	2/4	10	-/4(i)	110
(C:CD, pp.35 & 81); Unit Type: Infantry; Unit Type: Jetbikes; rDG: Daemonic Gaze; DGT: Master of Sorcery; DGT: We Are Legion; rDGT: Bolt of Tzeentch; DS: Chariot of Tzeentch; S: Furious Charge; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
HQ: Herald of Tzeentch (1⁺, 110 pts)												
Herald of Tzeentch	1		2	4	3	3/4	2/5	4	2/4	10	-/4(i)	110
(C:CD, pp.35 & 81); Unit Type: Infantry; Unit Type: Jetbikes; rDG: Daemonic Gaze; DGT: Master of Sorcery; DGT: We Are Legion; rDGT: Bolt of Tzeentch; DS: Chariot of Tzeentch; S: Furious Charge; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
HQ: Herald of Tzeentch (1⁺, 110 pts)												
Herald of Tzeentch	1		2	4	3	3/4	2/5	4	2/4	10	-/4(i)	110
(C:CD, pp.35 & 81); Unit Type: Infantry; Unit Type: Jetbikes; rDG: Daemonic Gaze; DGT: Master of Sorcery; DGT: We Are Legion; rDGT: Bolt of Tzeentch; DS: Chariot of Tzeentch; S: Furious Charge; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
HQ: Herald of Tzeentch (1⁺, 110 pts)												
Herald of Tzeentch	1		2	4	3	3/4	2/5	4	2/4	10	-/4(i)	110
(C:CD, pp.35 & 81); Unit Type: Infantry; Unit Type: Jetbikes; rDG: Daemonic Gaze; DGT: Master of Sorcery; DGT: We Are Legion; rDGT: Bolt of Tzeentch; DS: Chariot of Tzeentch; S: Furious Charge; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Elite: Fiends of Slaanesh (6⁺, 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⁺, 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⁺, 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: Plaguebearers of Nurgle (5⁺, 75 pts)												
Plaguebearers of Nurgle	5		3	-	4	5	1	2	1	10	-/5(i)	75
(C:CD, pp.34 & 84); Unit Type: Infantry; DGN: Plaguesword; S: Feel no Pain; S: Slow & Purposeful; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Troops: Plaguebearers of Nurgle (5⁺, 75 pts)												
Plaguebearers of Nurgle	5		3	-	4	5	1	2	1	10	-/5(i)	75
(C:CD, pp.34 & 84); Unit Type: Infantry; DGN: Plaguesword; S: Feel no Pain; S: Slow & Purposeful; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Troops: Pink Horrors of Tzeentch (5⁺, 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												
Heavy Support: Daemon Prince of Chaos (1⁺, 165 pts)												
Daemon Prince of Chaos	1		7	5	5	5	4	5	4	10	-/4(i)	165
(C:CD, pp.46 & 87); Unit Type: Monstrous Creature; DG: Instrument of Chaos; MC: Mark of Tzeentch; rDGT: Bolt of Tzeentch; rDG: Daemonic Gaze; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Daemon Prince of Chaos (1⁺, 165 pts)												
Daemon Prince of Chaos	1		7	5	5	5	4	5	4	10	-/4(i)	165
(C:CD, pp.46 & 87); Unit Type: Monstrous Creature; DG: Instrument of Chaos; MC: Mark of Tzeentch; rDGT: Bolt of Tzeentch; rDG: Daemonic Gaze; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Heavy Support: Daemon Prince of Chaos (1⁺, 165 pts)												
Daemon Prince of Chaos	1		7	5	5	5	4	5	4	10	-/4(i)	165
(C:CD, pp.46 & 87); Unit Type: Monstrous Creature; DG: Instrument of Chaos; MC: Mark of Tzeentch; rDGT: Bolt of Tzeentch; rDG: Daemonic Gaze; S: Daemon; S: Fearless; S: Invulnerable!; S: Eternal Warriors												
Total Cost:											1750	

Option Footnotes

Daemonic Gifts	
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: Unholy Might	Adds +1 Strength to Profile. (C:CD pg73)
DGN: Plaguesword	Poisoned; Wounds on 4+; (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: We Are Legion	Can target multiple ranged targets and choose which to assault. (C:CD, pg. 74)
DS: Chariot of Tzeentch	Confers +1T,+3W,+2A, Replaces IC rule with Furious Charge. Unit Type: Jet Bike. (C:CD pg76)
MC: Mark of Tzeentch	+1 to Base Invulnerable Save (4+)(C:CD pg76)
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: Warfire	18" Range; S:4; AP:4; Assault 3 (C:CD pg74)
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	
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: Feel no Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
S: Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
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: Slow & Purposeful	Counts as Relentless (p76 WH40K 5E), always count as moving in Difficult Terrain, conditions apply (p76 WH40K 5E)
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: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Jetbikes	Unit Type: Jetbikes (p.53 WH40k) 1.) Move up to 12" over terrain. If end of move is in Diff Terr, do Dangerous Terrain test. Can land on top of Diff Terr, is without cover, and is as tall as the Terr for LOS. Can move though Diff Terr, take test. Get Cover. 2.) Turbo boosters special rule (p.76 WH40k) 3.) Shoot 1 weapon per rider. can Move and fire, RF and Heavy and still assault. 4.) Assault 6" affected by Diff Terr. Eldar Jetbikes: Can move 6" in assault phase. 5.) Fall back 3D6" over terrain. 6.) Increase stat +1T. (not vs Instant death.)
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

Validation Report

c-1. File Version: 1.44 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 32.6

% Fast: 0

% Heavy: 28.3






% HQ: 25.1

Model Count: 40

% Troops: 14

% Wargear: 0

Files version: 1.44

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