Army Roster (Chaos - Chaos Daemons) (2000 pts)

Configuration	
Battle Size	Incursion (1000 Point limit)
Detachment Choice	Daemonic Incursion
Khorne Daemons are visible	
Nurgle Daemons are visible	
Slaanesh Daemons are visible	
Tzeentch Daemons are visible	
Show/Hide Options	Titans are visible, Chaos Knights are visible, Unaligned Fortifications are visible, Unaligned Forces are visible, Legends are visible

Epic Hero (630 pts)	
Be'lakor (1) **(325 pts)**	Warlord Rules: Deep Strike, The Shadow of Chaos, Warp Rifts, Stealth, Deadly Demise D6, Devastating Wounds, Psychic, Hazardous, Ignores Cover, Lethal Hits Unit: Be'lakor Abilities: Damaged: 1-6 wounds remaining, Invulnerable Save[1], Shadow Form, The Dark Master (Aura) Shadow Form: Pall of Despair (Aura, Psychic), Shadow Lord (Aura, Psychic), Wreathed in Shadows (Aura, Psychic) Ranged Weapons: Betraying Shades - focused witchfire, Betraying Shades - witchfire Melee Weapons: The Blade of Shadows - strike, The Blade of Shadows - sweep
Skarbrand (1) **(305 pts)**	Rules: Deadly Demise D6, Deep Strike, The Shadow of Chaos, Warp Rifts, Ignores Cover, Torrent Unit: Skarbrand Abilities: Damaged: 1-7 wounds remaining, Greater Daemon of Khorne (Aura), Invulnerable Save[1], Murderlust (Aura), Rage Embodied (Aura) Ranged Weapons: Bellow of endless fury Melee Weapons: Slaughter and Carnage - strike, Slaughter and Carnage - sweep

Character (1220 pts)	
Bloodthirster (1) **(325 pts)**	A'rgath, the King of Blades, Great axe of Khorne Rules: Deadly Demise D6, Deep Strike, The Shadow of Chaos, Warp Rifts, Ignores Cover, Torrent Abilities: A'rgath, the King of Blades, Daemon Lord of Khorne (Aura), Damaged: 1-6 wounds remaining, Greater Daemon of Khorne (Aura), Invulnerable Save[1], Relentless Carnage Unit: Bloodthirster Ranged Weapons: Hellfire breath Melee Weapons: Great axe of Khorne - strike, Great axe of Khorne - sweep
Bloodthirster (1) **(305 pts)**	Great axe of Khorne Rules: Deadly Demise D6, Deep Strike, The Shadow of Chaos, Warp Rifts, Ignores Cover, Torrent Abilities: Daemon Lord of Khorne (Aura), Damaged: 1-6 wounds remaining, Greater Daemon of Khorne (Aura), Invulnerable Save[1], Relentless Carnage Unit: Bloodthirster Ranged Weapons: Hellfire breath Melee Weapons: Great axe of Khorne - strike, Great axe of Khorne - sweep
Bloodthirster (1) **(305 pts)**	Great axe of Khorne Rules: Deadly Demise D6, Deep Strike, The Shadow of Chaos, Warp Rifts, Ignores Cover, Torrent Abilities: Daemon Lord of Khorne (Aura), Damaged: 1-6 wounds remaining, Greater Daemon of Khorne (Aura), Invulnerable Save[1], Relentless Carnage Unit: Bloodthirster Ranged Weapons: Hellfire breath Melee Weapons: Great axe of Khorne - strike, Great axe of Khorne - sweep
Lord of Change (1) **(285 pts)**	The Everstave, Rod of sorcery Rules: Deadly Demise D6, Deep Strike, The Shadow of Chaos, Warp Rifts, Hazardous, Psychic Unit: Lord of Change Abilities: Daemon Lord of Tzeentch (Aura), Damaged: 1-6 wounds remaining, Greater Daemon of Tzeentch (Aura), Invulnerable Save[1], Master of Magicks (Psychic), The Everstave Ranged Weapons: Bolt of Change - focused witchfire, Bolt of Change - witchfire, Rod of sorcery Melee Weapons: Staff of Tzeentch

Battleline (150 pts)	

Nurglings (3) **(40 pts)**	• 3x Nurgling Swarm Rules: Deep Strike, The Shadow of Chaos, Warp Rifts, Infiltrators, Lethal Hits Abilities: Invulnerable Save[2], Mischief Makers (Aura) Unit: Nurglings Melee Weapons: Diseased claws and teeth
Plaguebearers (10) **(110 pts)**	Instrument of Chaos, Daemonic Icon • 10x Plaguebearer Rules: The Shadow of Chaos, Warp Rifts, Deep Strike, Lethal Hits Abilities: Daemonic Icon, Infected Outbreak, Instrument of Chaos, Invulnerable Save[3] Unit: Plaguebearers Melee Weapons: Plaguesword

Rules:

Deep Strike	During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.
The Shadow of Chaos	If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows: % Your deployment zone is always within your army's Shadow of Chaos. % At the start of any phase, if you control at least half of the objective markers phase, No Man's Land is within your army's Shadow of Chaos. % At the start of any phase, if you control at least half of the objective markers the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos. DAEMONIC MANIFESTATION While a Legiones Daemonica unit from your army is within your army's Shadow of Chaos, each time that unit takes a Battle-shock test, add 1 to that test and, if that test is passed, one model in that unit regains up to D3 lost wounds (if that unit is a Battleline unit and that test is passed, up to D3 destroyed models can be returned to that unit instead). DAEMONIC TERROR While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.'
Warp Rifts	Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 9".
Stealth	If every model in a unit has this ability, then each time a ranged attack is made against it, subtract 1 from that attack's Hit roll.
Deadly Demise D6	Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").
Devastating Wounds	Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved
Psychic	Some weapons and abilities can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack.
Hazardous	Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, if one or more models attack with Hazardous weapons, then after that unit has resolved all of its attacks, you must take one Hazardous test for each Hazardous weapon that was just used by rolling one D6. For each roll of 1, that test is failed and one model in that unit equipped with a Hazardous weapon is destroyed (selected by the controlling player), unless that model is a Character, Monster or Vehicle, in which case it suffers 3 mortal wounds instead. Note that if you selected a Character model in an Attached unit, the mortal wounds suffered must be allocated to that model first, even if there is another model in that unit that has lost one or more wounds or has had attacks allocated to it this phase.
Ignores Cover	Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.
Lethal Hits	Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.
Torrent	Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.
Infiltrators	During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.

Unit	M	T	SV	W	LD	OC
Be'lakor	12"	10	4+	18	6+	5
Bloodthirster	12"	11	4+	18	6+	5
Lord of Change	12"	10	6+	18	6+	5
Nurglings	5"	3	7+	4	8+	0
Plaguebearers	5"	5	7+	2	7+	2
Skarbrand	8"	11	4+	20	6+	5

Abilities
A'rgath, the King of Blades
KHORNE LEGIONES DAEMONICA model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is within your army's Shadow of Chaos, add 2 to the Attacks and Strength characteristics of the bearer's melee weapons instead.
Daemon Lord of Khorne (Aura)
While a friendly KHORNE LEGIONES DAEMONICA unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to the Hit roll.
Daemon Lord of Tzeentch (Aura)
While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, each time a model in that unit makes a ranged attack, add 1 to the Strength characteristic of that attack.
Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.
Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, add 2 to the Attacks characteristic of this model's Slaughter and Carnage.
Greater Daemon of Khorne (Aura)
While a friendly KHORNE LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.
Greater Daemon of Tzeentch (Aura)
While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.
Infected Outbreak
If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.
Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.
Invulnerable Save[1]
This model has a 4+ invulnerable save.
Invulnerable Save[2]
Models in this unit have a 6+ invulnerable save.
Invulnerable Save[3]
Models in this unit have a 5+ invulnerable save.
Master of Magicks (Psychic)
In your Shooting phase, select one of the following abilities: [IGNORES COVER]; [LETHAL HITS]; [SUSTAINED HITS D3]. Until the end of the phase, this model's Bolt of Change has that ability.
Mischief Makers (Aura)
While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.
Murderlust (Aura)
While a unit is within 6" of this model, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.
Rage Embodied (Aura)
While a friendly KHORNE LEGIONES DAEMONICA unit (excluding MONSTERS and VEHICLES) is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.
Relentless Carnage

At the end of the Fight phase, you can select one enemy unit within Engagement Range of this model and roll eight D6: for each 4+, that enemy unit suffers 1 mortal wound.
Shadow Form
At the start of the battle round, select one Shadow Form ability. Until the end of the battle round, this model has that ability.
The Dark Master (Aura)
The area of the battlefield within 6" of this model is considered to be within your army's Shadow of Chaos.
The Everstave
TZEENTCH LEGIONES DAEMONICA model only. Add 1 to the Strength characteristic of the bearer's ranged weapons and increase the Range characteristic of such weapons by 3". While the bearer is within your army's Shadow of Chaos, add 2 to the Strength characteristic of the bearer's ranged weapons and increase the Range characteristic of such weapons by 6" instead.

Shadow Form
Pall of Despair (Aura, Psychic)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 6" of this model, that unit must take a Battle-shock test. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds.
Shadow Lord (Aura, Psychic)
While a friendly LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit.
Wreathed in Shadows (Aura, Psychic)
While a friendly LEGIONES DAEMONICA unit is within 6" of this model, that unit can only be targeted by a ranged attack if the attacking model is within 18".

Ranged Weapons	Range	A	BS	S	AP	D
Betraying Shades - focused witchfire	18"	12	2+	6	-3	1
Devastating Wounds, Hazardous, Ignores Cover, Psychic						
Betraying Shades - witchfire	18"	9	2+	5	-2	1
Devastating Wounds, Ignores Cover, Psychic						
Bolt of Change - focused witchfire	18"	9	2+	9	-2	D3
Hazardous, Psychic						
Bolt of Change - witchfire	18"	9	2+	9	-1	1
Psychic						
Bellow of endless fury	12"	2D6	N/A	5	0	1
Ignores Cover, Torrent						
Hellfire breath	12"	D6	N/A	5	-1	1
Ignores Cover, Torrent						
Rod of sorcery	12"	6	2+	8	-1	D3
Psychic						

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Great axe of Khorne - strike	Melee	7	2+	16	-4	D6+2	-
Great axe of Khorne - sweep	Melee	14	2+	10	-2	2	-
Slaughter and Carnage - strike	Melee	8	2+	16	-4	6	-
Slaughter and Carnage - sweep	Melee	16	2+	8	-1	2	-
The Blade of Shadows - strike	Melee	6	2+	14	-4	D6+1	Lethal Hits
The Blade of Shadows - sweep	Melee	14	2+	8	-3	1	-
Diseased claws and teeth	Melee	4	5+	2	0	1	Lethal Hits
Plaguesword	Melee	2	3+	4	-1	1	Lethal Hits
Staff of Tzeentch	Melee	5	3+	6	-1	3	Psychic