

TeamHappyJustinCurtis (1850pts)

Chaos Daemons: Codex (2013) (Combined Arms Detachment) (1080pts)

HQ (745pts)

Daemonic Heralds (445pts)

Herald of Tzeentch (175pts)

D6 Exalted Daemonic Reward (30pts), Disc of Tzeentch (25pts), Exalted Locus of Conjuraton (25pts), Psyker Level 3 (50pts)
Change Discipline, Daemonic Instability, Deep Strike, Exalted Locus of Conjuraton, Exalted Rewards, Hellforged Artefacts, Independent Character

Daemon of Tzeentch

Daemon

5+ *Invulnerable Save, Fear, Hatred (Daemon of Nurgle), Re-roll all Saving throws results of 1, Tzeentch Psyker Powers*

Herald of Tzeentch (150pts)

D6 Exalted Daemonic Reward (30pts), Disc of Tzeentch (25pts), Psyker Level 3 (50pts)
Change Discipline, Daemonic Instability, Deep Strike, Exalted Rewards, Hellforged Artefacts, Independent Character

Daemon of Tzeentch

Daemon

5+ *Invulnerable Save, Fear, Hatred (Daemon of Nurgle), Re-roll all Saving throws results of 1, Tzeentch Psyker Powers*

Herald of Tzeentch (120pts)

Disc of Tzeentch (25pts), Psyker Level 3 (50pts)
Change Discipline, Daemonic Instability, Deep Strike, Independent Character

Daemon of Tzeentch

Daemon

5+ *Invulnerable Save, Fear, Hatred (Daemon of Nurgle), Re-roll all Saving throws results of 1, Tzeentch Psyker Powers*

Kairos Fateweaver (300pts)

Warlord, Warlord Trait:

Change Discipline, Daemonic Instability, Deep Strike, Lord of Unreality, Oracle of Eternity, The Two Heads of Fate

Daemon of Tzeentch

Daemon

5+ *Invulnerable Save, Fear, Hatred (Daemon of Nurgle), Re-roll all Saving throws results of 1, Tzeentch Psyker Powers*

Troops (135pts)

Nurglings (45pts)

3x Nurglings (45pts)

Daemonic Instability, Deep Strike, Infiltrate, Swarms

Daemon of Nurgle

Daemon

5+ *Invulnerable Save, Fear, Hatred (Daemon of Tzeentch), Shrouded, Slow & Purposeful*

Pink Horrors of Tzeentch (90pts)

10x Pink Horrors (90pts)

Blue Horrors, Brotherhood of Sorcerers, Change Discipline, Daemonic Instability, Deep Strike, Magic Made Manifest

Daemon of Tzeentch

Daemon

5+ Invulnerable Save, Fear, Hatred (Daemon of Nurgle), Re-roll all Saving throws results of 1, Tzeentch Psyker Powers

Fast Attack (200pts)

Screamers of Tzeentch (200pts)

8x Screamers (200pts)

Daemonic Instability, Deep Strike, Lamprey's Bite, Slashing Attack

Daemon of Tzeentch

Daemon

5+ Invulnerable Save, Fear, Hatred (Daemon of Nurgle), Re-roll all Saving throws results of 1, Tzeentch Psyker Powers

Primary Detachment

Primary Detachment

Chaos Space Marines: Codex (2012) (Allied Detachment) (695pts)

No Force Org Slot

Force Options (Supplement options here)

No unique force (Vanilla CSM Codex)

Hidden Units and Dataslates (Select first and once per roster)

Show all hidden Force Org options, Show Dataslate entries

HQ (350pts)

Be'lakor, The Dark Master (350pts)

Blade of Torment

Daemon, Eternal Warrior, Fearless, Lord of Torment, Psyker (Mastery Level 3), Shadow Form

Troops (50pts)

Chaos Cultists (50pts)

9x autopistol loadout, 9x Cultists in unit (36pts)

Cultist Champion (14pts)

Auto Pistol

Champion of Chaos

Fast Attack (170pts)

Heldrake (170pts)

Baleflamer

Daemon, Daemonforge, It Will Not Die, Meteoric Descent

Heavy Support (125pts)

Maulerfiend (125pts)

Daemonic Possession, Magma cutters

Daemon, Daemonforge, Fleet, It Will Not Die, Move Through Cover, Siege Crawler

Fortifications and Stronghold Assault (2013) (Combined Arms Detachment) (75pts)**Fortification (75pts)****Imperial Bastion (75pts)**

4x Heavy Bolters

Repel the Enemy

Profile Summary**Building**

Name	Armour Value	Transport Capacity	Access Points	Fire Points	Hull Points	Building Type
Imperial Bastion	14	20	as per model	as per model	4	Medium Building with Battlements

Unit

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Be'lakor, The Dark Master	Flying Monstrous Creature (Character)	9	5	6	5	4	8	5	10	-/4++	Dataslate: Be'lakor
Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+	
Cultist Champion	Infantry (Character)	3	3	3	3	1	3	1	8	6+	
Herald of Tzeentch (Disc of Tzeentch)	Jetbike	3	4	3	3	2	3	3	8	-	
Kairos Fateweaver	Monstrous Creature (Character)	1	6	5	5	5	2	1	9	-	
Nurglings	Infantry	3	3	3	3	4	3	4	7		
Pink Horrors of Tzeentch	Infantry	3	3	3	3	1	3	1	7	-	
Screamers of Tzeentch	Jetbikes	3	0	4	4	2	4	3	7	-	

Vehicle

Name	BS	Front	Side	Rear	HP	Type
Heldrake	3	12	12	10	3	Vehicle (Flyer, Hover)

Walker

Name	WS	BS	S	Front	Side	Rear	I	A	HP	Type
Maulerfiend	3	3	6	12	12	10	3	2	3	Vehicle (Walker)

Wargear Item

Name	Description
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Daemonic Possession	Reduces BS to 3. Ignores Crew shaken and stunned results on a 2+. Roll a D6 each embark/disembark. On a 1, the vehicle eats a random model in the unit (remove from play, no saves allowed) and regains a lost hull point.
Staff of Tomorrow	Re-roll a single D6 once per turn. Can be one of any 2D6, 3D6 etc rolls, but just a single D6.

Weapon

Name	Range	Strength	AP	Type	
Autopistol	12"	3	-	Pistol	
Baleflamer	Template	6	3	Heavy 1, Soul Blaze, Torrent	
Blade of Torment	Melee	+1	2	Melee, Armourbane, Fleshbane, Master-Crafted, Specialist Weapon	
Heavy Bolter	36	5	4	Heavy 3	Stronghold Assault
Magma Cutters	-	8	1	Armourbane	

Selection Rules

5+ Invulnerable Save

Blue Horrors

Brotherhood of Sorcerers

Champion of Chaos: A Model with this rule must issue and accept challenges. Where there are multiple models with this rule, the controlling player may decide.

Whenever a model with this rule kills a character, roll a D6 and consult the Chaos Boon chart. This boon remains for the rest of the game.

Change Discipline

Daemon: 5+ Invulnerable, Causes Fear

Daemonforge: Once per game, a model with this rule may re-roll failed to wound/penetration rolls. Declare at the start of the shooting or assault phase that you are using this ability.

At the end of the phase, roll a D6, on a 1 the unit loses a HP with no saves allowed.

Daemonic Instability

Deep Strike

Eternal Warrior

Exalted Locus of Conjuration

Exalted Rewards

Fear

Fearless

Fleet

Hatred (Daemon of Nurgle)

Hatred (Daemon of Tzeentch)

Hellforged Artefacts

Independent Character

Infiltrate

It Will Not Die

Lamprey's Bite

Lord of Torment: If one or more units fail a Ld check in the previous turn, Be'lakor gets +D3 Warp charges in the next psychic phase.

Lord of Unreality

Magic Made Manifest

Meteroric Descent: Helderake has the Vector Strike special rule while zooming. these hits are at S7

Move Through Cover

Oracle of Eternity

Psyker (Mastery Level 3): Be'lakor knows ALL the powers of the Telepathy Discipline

Re-roll all Saving throws results of 1

Repel the Enemy: (Warhammer 40k rulebook p110)

Shadow Form: Be'lakor has a 4+ Invulnerable save and shrouded. He automatically passes Dangerous Terrain tests.

Shrouded

Siege Crawler: The maulerfiend can move up to 12" in the movement phase. They are not slowed by difficult terrain (even when charging).

Maulerfiends add 1 to armour penetration when attacking buildings.

Slashing Attack

Slow & Purposeful

Swarms

The Two Heads of Fate

Tzeentch Psyker Powers

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