

2250 PTS - DAEMONS OF CHAOS - UNNAMED

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Bubonicus (1k, 200 Pts)																	
Herald of Nurgle (Battle Standard Bearer)	1	4	5	-	5	5	2	2	3	8	6+	5+	2				200
Composition: Hero Hand Weapon; Locus of Nurgle: Heralds of Nurgle make their retinues of Plaguebearers even more resilient to harm. All Plaguebearers and Plagueridden in a unit with a Herald of Nurgle have the <i>Regeneration</i> special rule. If the Herald is Slain, this bonus is lost immediately.; Battle Standard Bearer; Causes Fear; Daemonic; Immune to Psychology; Poisoned Attacks; Regenerate																	
Palanquin	1	4	3	-	3	3	1	3	6	7	6+						[0]
Causes Fear; Daemonic; Immune to Psychology; Poisoned Attacks																	
<i>Slime Trail</i>	1	Enemy units do not receive combat resolution bonuses for attacking the flank or rear of a Daemon with this ability, or any unit he has joined.															[10]
Plaguebearers of Nurgle (16k, 247 Pts)																	
Plaguebearers of Nurgle	15	4	3	-	4	4	1	1	1	7	-	5+	1				247
Composition: Core Hand Weapon; Musician \mathcal{P} ; Standard Bearer \mathcal{P} ; Daemonic Icons; Causes Fear; Daemonic; Immune to Psychology; Poisoned Attacks																	
Plagueridden	1	4	3	-	4	4	1	1	2	7	-	5+	1				[24]
Hand Weapon																	
<i>Standard of Seeping Decay</i>	1	Re-roll to wound															[25]
Pink Horrors of Tzeentch (12k, 144 Pts)																	
Pink Horrors of Tzeentch	12	4	3	-	3	3	1	3	1	7	-	5+	1	1	1	1	144
Composition: Core Magic: A unit of Horrors can cast Spells from the Daemon Lore of Tzeentch. Details are given on page 61 (Daemons of Chaos Army book).; Flaming Attacks; Hand Weapon; Causes Fear; Daemonic; Immune to Psychology																	
<i>1. Flickering Fire of Tzeentch</i>	1	4+ Cast. 18" range missile, causing D6+1 Str D6+1 hits.															[0]
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Composition: Core Magic: A unit of Horrors can cast Spells from the Daemon Lore of Tzeentch. Details are given on page 61 (Daemons of Chaos Army book).; Flaming Attacks; Hand Weapon; Causes Fear; Daemonic; Immune to Psychology																	
<i>1. Flickering Fire of Tzeentch</i>	1	4+ Cast. 18" range missile, causing D6+1 Str D6+1 hits.															[0]
Flesh Hounds of Khorne (5k, 175 Pts)																	
Flesh Hounds of Khorne	5	8	5	-	5	4	2	4	2	7	-	5+	2				175
Composition: Special Hand Weapon; Causes Fear; Daemonic; Immune to Psychology; Magic Resistance (3)																	
Flesh Hounds of Khorne (5k, 175 Pts)																	
Flesh Hounds of Khorne	5	8	5	-	5	4	2	4	2	7	-	5+	2				175
Composition: Special Hand Weapon; Causes Fear; Daemonic; Immune to Psychology; Magic Resistance (3)																	
Fiends of Slaanesh (4k, 220 Pts)																	
Fiends of Slaanesh	4	10	4	-	4	4	3	6	4	7	-	5+	3				220
Composition: Rare Armour Piercing; Hand Weapon; Causes Fear; Daemonic; Immune to Psychology																	
<i>Soporific Musk</i>	1	A unit in base contact with this Daemon rolls an extra dice when fleeing and then discards the highest result.															[0]
Flamers of Tzeentch (6k, 210 Pts)																	
Flamers of Tzeentch	6	6	2	4	5	4	2	4	2	7	-	5+	1				210
Composition: Rare Flaming Attacks; Hand Weapon; Causes Fear; Daemonic; Immune to Psychology; Skirmishers																	
<i>Flames of Tzeentch</i>	1	D6 str 4 hits Range 18". May stand and shoot.															[0]
																Total Cost:	1515