








⚠ 1850 Pts - Khorne Daemonkin

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (Primary Detachment) (52 ⚔, 1070 pts)												
Chaos Lord	1		6	5	4/8	5	4	5/1	4/5	10	3+/4(i)	235
(C:KD, pg. 72); Cavalry (Character); Frag Grenades; Krak Grenades; Power Armour; Sigil of Corruption; Juggernaut of Khorne; Lightning Claw (x1); Power Fist (x1); Blood for the Blood God!; Counter-attack; Eternal Warrior; Fearless; Feel No Pain; Fleet; Hammer of Wrath; Independent Character; Mark of Khorne; Rage; Skulls for the Skull Throne!; The Blood-forged Armour; Warlord												
<i>The Blood-forged Armour</i>	1	The Blood-forged Armour confers a 3+ Armour Save and the Eternal Warrior and Feel No Pain special rule (see C:KD, pg. 118).										[0]
Chaos Lord	1		6	5	4	4	3	5	3	10	3+/4(i)	175
(C:KD, pg. 72); Jump Units (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Jump Pack; Sigil of Corruption; Blood for the Blood God!; Bulky; Counter-attack; Deep Strike; Fearless; Independent Character; Mark of Khorne; Rage; Skulls for the Skull Throne!; Kor'lath, the Axe of Ruin												
<i>Kor'lath, the Axe of Ruin</i>	1	S User; AP 2; Melee, Caged Fury, Decapitating Blow, Specialist Weapon (see C:KD, pg. 118).										[0]
Chaos Cultists	7		3	3	3	3	1	3	1	7	6+	58
(C: KD, pg. 80); Infantry ; Improvised Armour; Autopistol (x7); Close Combat Weapon (x7); Blood for the Blood God!; Counter-attack; Mark of Khorne; Rage												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[16]
Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Blood for the Blood God!; Champion of Chaos; Counter-attack; Mark of Khorne; Rage; Skulls for the Skull Throne!												
Chaos Cultists	7		3	3	3	3	1	3	1	7	6+	58
(C: KD, pg. 80); Infantry ; Improvised Armour; Autopistol (x7); Close Combat Weapon (x7); Blood for the Blood God!; Counter-attack; Mark of Khorne; Rage												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[16]
Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Blood for the Blood God!; Champion of Chaos; Counter-attack; Mark of Khorne; Rage; Skulls for the Skull Throne!												
Flesh Hounds	20		5	-	4	4	2	4	2	7	6+/5(i)	320
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Flesh Hounds	7		5	-	4	4	2	4	2	7	6+/5(i)	112
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Flesh Hounds	7		5	-	4	4	2	4	2	7	6+/5(i)	112
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Combined Arms Detachment (Primary Detachment)	1	Grp: Detachment										0
: Allied Detachment (12 ⚔, 220 pts)												
Chaos Lord (HQ) [Chaos]	1		5	4	4/6	5	4	5	4/5	10	3+/4(i)	170
(C:CSM, pp. 31 & 93); Cavalry (Character); Frag Grenades; Krak Grenades; Power Armour; Mark of Khorne; Bolt Pistol; Sigil of Corruption; Juggernaut of Khorne; Axe of Blind Fury; Champion of Chaos; Counter-attack; Fearless; Fleet; Hammer of Wrath; Independent Character; Rage; Rage												
<i>Axe of Blind Fury [Chaos]</i>	1	Axe of Blind Fury (see C:CSM, pg. 69).										[35]
Chaos Cultists (Troops) [Chaos]	9		3	3	3	3	1	3	1	7	6+	50
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x9); Close Combat Weapon (x9)												
Cultist Champion [Chaos]	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Allied Detachment [Chaos]	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Sorcerer (1 ⚔, 155 pts)												
Sorcerer (HQ) [BL]	1		5	4	4	5	2	4	2/3	10	3+	155
(C:CSM, pp. 32 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Increase Mastery Level (x1); Chaos Bike; Twin-Linked Boltgun (x1); Spell Familiar; Last Memory of the Yuranthos: Last Memory of the Yuranthos (see Codex: Black Legion & BL 1.0 FAQ).; Champion of Chaos; Hammer of Wrath; Hatred (Space Marines); Independent Character; Jink; Psyker (Mastery Level 3); Relentless; Very Bulky; Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy												
Last Memory of the Yuranthos [BL]	1	Last Memory of the Yuranthos (see Codex: Black Legion).										[30]
HQ: Sorcerer (1 ⚔, 145 pts)												
Sorcerer (HQ) [BL]	1		5	4	4	4	2	4	2/3	10	3+	145
(C:CSM, pp. 32 & 94); Jump Units (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Increase Mastery Level (x2); Jump Pack; Spell Familiar; Bulky; Champion of Chaos; Deep Strike; Hatred (Space Marines); Independent Character; Psyker (Mastery Level 3); Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy												
HQ: Sorcerer (1 ⚔, 135 pts)												
Sorcerer (HQ) [BL]	1		5	4	4	5	2	4	2/3	10	3+	135
(C:CSM, pp. 32 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Increase Mastery Level (x2); Chaos Bike; Twin-Linked Boltgun (x1); Champion of Chaos; Hammer of Wrath; Hatred (Space Marines); Independent Character; Jink; Psyker (Mastery Level 3); Relentless; Very Bulky; Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy												
HQ: Sorcerer (1 ⚔, 125 pts)												
Sorcerer (HQ) [BL]	1		5	4	4	5	2	4	2/3	10	3+	125
(C:CSM, pp. 32 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Increase Mastery Level (x1); Chaos Bike; Twin-Linked Boltgun (x1); Spell Familiar; Champion of Chaos; Hammer of Wrath; Hatred (Space Marines); Independent Character; Jink; Psyker (Mastery Level 2); Relentless; Very Bulky; Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy												
Total Cost:											1850	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Artefacts	
Kor'lath, the Axe of Ruin	S User; AP 2; Melee, Caged Fury, Decapitating Blow, Specialist Weapon (see C:KD, pg. 118).
The Blood-forged Armour	The Blood-forged Armour confers a 3+ Armour Save and the Eternal Warrior and Feel No Pain special rule (see C:KD, pg. 118).
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Blood for the Blood God!	Blessing of the Blood God (see C:KD, pg. 110).
Bulky	Bulky (see WH40k, pg. 159).
Champion of Chaos	Champion of Chaos (see C:CSM, pg. 28).
Counter-attack	Counter-attack (see WH40k, pg. 163).
Daemon	Daemon (see WH40k, pg. 163).

Daemon of Khorne	Daemons of Khorne have the Daemon, Furious Charge, and Hatred (Daemons of Slaanesh) special rules. Chariots with this rule resolve their Hammer of Wrath hits at Strength 7. (See C:KD, pg. 110).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hatred (Daemons of Slaanesh)	Hatred (see WH40k, pg. 165).
Hatred (Space Marines)	Hatred (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Mark of Khorne	Models with the Mark of Khorne have the Rage and Counter-attack special rules (see C:KD, pg. 110).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Rage	Rage (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Scout	Scout (see WH40k, pg. 171).
Skulls for the Skull Throne!	A model with the Skulls for the Skull Throne! special rule must always issue and accept a challenge whenever possible. If you have several models with this special rule in a combat you can select which model issues or accepts the challenge. (See C:KD, pg. 110).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Veterans of the Long War	Veterans of the Long War (see C:CSM, pg. 30).
Upgrades	
Increase Mastery Level	
Unit Type	
Beasts	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Cavalry (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Units (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Autopistol	12" Range; S 3; AP -; Pistol.
Axe of Blind Fury	S +2; AP 2; Melee, Blinded, Daemon Weapon (see C:CSM, pg. 69).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Chaos Bike	Chaos Bike (see C:CSM, pg. 66).
Close Combat Weapon	S User; AP -; Melee.
Collar of Khorne	A unit containing one or more models with a Collar of Khorne has a 2+ bonus to all Deny the Witch rolls (see C:KD, pg. 116).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Improvised Armour	Improvised Armour (see C:CSM, pg. 68).
Juggernaut of Khorne	Juggernaut of Khorne (see C:CSM, pg. 67).
Jump Pack	Jump Pack (see C:CSM, pg. 66).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lightning Claw	S User; AP 3; Melee, Shred, Specialist Weapon.
Mark of Khorne	Mark of Khorne (see C:CSM, pg. 30).
Power Armour	Confers a 3+ Armour Save.
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Sigil of Corruption	A sigil of corruption confers a 4+ invulnerable save (see C:KD, pg. 115).
Spell Familiar	Spell Familiar (see C:CSM, pg. 67).
Weapons	
Autopistol	12" Range; S 3; AP -; Pistol.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Close Combat Weapon	S User; AP -; Melee.
Force Sword	S User; AP 3; Melee, Force.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked

Validation Report

a-0. Army Selection: Battle-forged; c-1. File Version: 1.51 For Bug Reports/www.ab40k.org; a-1. Scenario: Normal Mission

Squad 'HQ: Sorcerer': All units in Battle-forged Armies must be in Detachments

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