

THE STYGIAN INCIDENT DEMON ENGINE ARMY LIST

v2.3 by Patrick 'madd0ct0r' Barry

A Stygian Incident Army has a Strategy rating of 2.

All formations have a base initiative of 2+. A unit with initiative 1+ benefits the whole formation.

Demon Engine Core Formations		
(You may have any number of these Formations)		
FORMATION	CORE UNITS	COST
Machine Triad	Three (3) Lesser Demon Engines, each with one Infernal Weapon	650 points
Machine Ekad	One (1) Greater demon Engine, with two Infernal Weapons	700 points
Machine Leba	One (1) Thrice Damned Demon Engine, with seven Infernal Weapons	900 points

Demon Engine Core Formation Upgrades					
One in three demon engines may take a bound demon in addition to infernal weapons					
UPGRADE	WEAPON	RANGE	FIREPOWER	NOTES	COST
Infernal Weapons	Chainfist	(base contact)	(Assault Weapon)	MW, EA(+3)	-
	Hellblades	(base contact)	(Assault Weapon)	TK(D3), EA(+2)	-
	Firestorm Launcher	15cm	3 BP	Ignore cover, FxF	-
	Arcane Technology	45cm	D3xAP4+/AT4+/AA4+		-
	Twin Castigator Cannons	45cm	4x AP3+ / AT5+		-
	Deathstorm missile launcher	45cm	4x AP4+ / AT4+		-
	Chem Mortar	60cm	2 BP	Disrupt, Fixed Forward	-
	Beam of Light	60cm	MW3+		-
	Rot Cannon	90cm	AP3+ / AT5+	Ignore Cover, Fixed Forward	
Bound Demon	TYPE	STAT BONUS	BOUND BONUS	UNBOUND BONUS	-
	Abominable Intelligence	Initiative 1+	Fearless, Invulnerable save	& Commander	11 points
	Khorne	CC 3+	Fearless, Invulnerable save	& Inspiring	8 points
	Nurgle	Armour 3+	Fearless, Invulnerable save	& Reinforced Armour	7 points
	Tzeentech	FF 3+	Fearless, Invulnerable save	& Skimmer	9 points
	Slaanesh	Speed +5cm	Fearless, Invulnerable save	& Infiltrator	6 points

STYGIAN INCIDENT SUPPORT FORMATIONS		
(You may take up to two Support Formations for each Demon Engine Core Formation in the army)		
FORMATION	UNITS	COST
Great Spawn Pack	1x Great Spawn	225 points
Harbinger Bomber	1x Harbinger Bomber	450 points
Machine Neshor Pack	1x Demonwing Bomber, may take 0-2 Demonwing Fighters at 50pts each	150 points
Machine Kenaz Pack	6 Assault Demon Engines in any combination (may include up to three Bound demon upgrades)	375 points
Machine Késhet Pack	6 Support Demon Engines in any combination (may include up to three bound demon upgrades)	400 points
Defilers Pack	4x Defilers	250 points
Soulgrinders Pack	4x Soulgrinders	300 points
Android Talon	6x Chaos Androids & a Heretek character upgrade	250 points
Acolytes	6 x Cultists	100 points
	Acolytes may take the following upgrades: 1 Chaos Alter	100 points
	1-5 Chaos Spawn	25 points
	1-5 Chaos Hounds	10 points
	1-4 Big Mutants	30 points
DARK MAGUS: If no Machine Leba present, add a single Arch-Heretic character to any non-aircraft unit		
SPECIAL RULE: BOUND DEMONS:		
Bound demons confer a bonus in the usual manner of a character.		
At the start of an Engine's activation, the player may choose to unbind the demon. An unbound demon confers an additional bonus as it takes control of the engine. At the end of it's activation, an unbound demon engine takes one (1) DC damage as energies warp it's frame. It remains unbound until it's next activation. An unbound AV demon engine is destroyed automtacally at the end of the activation		

STYGIAN INCIDENT ARMY REFERENCE

	TYPE	SPEED	ARM.	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES					
Arch-Heretic	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Supreme Commander					
Heretek	CH	n/a	n/a	n/a	n/a	Tainted Implants	(15cm)	(Small arms), EA (1+)	Leader, Inv save					
							base contact	(Assault Weapon) MW, EA(1+)						
Chaos Spawn	INF	15cm	3+	3+	n/a	Horrific Mutations	(base Contact)	(Assault Weapons), EA(+D3)	Inv Save, Fearless					
Chaos Hounds	INF	30cm	6+	4+	n/a	Fangs	(base contact)	(Assault Weapons)						
Big Mutants	INF	15cm	3+	4+	4+	Big Weapons	(base contact)	(Assault weapons) MW, EA(+1)						
						2x Heavy Stubber	30cm	AP6+						
Cultist	INF	15cm	-	5+	6+	Firearms	(15cm)	(small Arms)						
						Heavy Weapons	30cm	AP6+ / AT6+						
Chaos Androids	INF	15cm	4+	4+	3+	Flayer	15cm	AP5+ / AT6+	Inv save					
Assault Demon Engines	AV	25cm	4+	4+	4+	Cannons	45cm	2x AP5+ / AT5+						
						OR Flamers	15cm	2xAP4+, Ignore cover	Reinforced Armour, walker					
						OR Guns &	30cm	AP3+ /AT5+						
						Spikes and Blades	(base contact)	(Assault Weapons) MW, EA(+1)						
Support Demon Engines	AV	20cm	5+	6+	4+	Doom Blasters	45cm	2BP						
						OR Heretek Weapons	45cm	AP5+/AT5+/AA6+	Reinforced Armour, walker					
						OR Warp Cannon	90cm	MW5+, ignore cover						
Defilers	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+ / AT4+	Fearless, Infiltrator					
						Reaper Autocannon	30cm	AP4+ / AT6+	Inv Save, walker					
						Twin Heavy Flamer	15cm	AP3+, Ignore cover						
						Battle Claws	(base contact)	(Assault Weapons) MW, EA(+1)						
Soul-grinder	AV	15cm	3+	3+	4+	Phlegm	35cm	AP4+/AT4+	Fearless, Infiltrator					
						Vomit	15cm	AP3+ Ignore cover	Inv Save, walker					
						Harvester Claws	(base contact)	(assault Wepaons) MW, EA(+1)						
							AND (small arms), (small arms) EA(+3)							
Lesser Demon Engine						2x Battlecannon	75cm	AP4+ / AT4+	DC3, Walker					
						WE	20cm	4+	4+	4+	1x Infernal Weapon	varies	varies	Critical - Destroyed
Greater Demon Engine						2x Battlecannon	75cm	AP4+ / AT4+	DC5, Walker					
						WE	15cm	4+	4+	4+	1x Infernal Weapon	varies	varies	
											1x Infernal Weapon	varies	varies	Critical - Destroyed
Great Spawn	WE	15cm	3+	3+	n/a	Gruesome Mutations	(base contact)	(assault weapon), EA (d6)	DC3, Inv Save, Fearless,					
Critical -Replace with a formation of chaos spawn equal to the remaining DC. All BM are carried over														
Chaos Alter									DC3, Reinforced Armour, Inv Save, Fearless, Inspiring, Augment summoning(+2), Demonic focus					
						WE	15cm	4+	4+	4+	Arcane Technology	45cm	D3x AP4+/ AT4+ / AA4+	
Critical -Destroyed. Units within 5cm suffer a MW6+ attack														
Thrice Damned Demon Engine	WE	10cm	4+	4+	4+	3xBattlecannons	75cm	AP4+ / AT4+ Left arc	commander, leader					
						3xBattlecannons	75cm	AP4+ / AT4+ Right arc						
						2x Infernal Weapons	varies	varies, Fixed forward	Transport - May carry 12 cultists,					
						2X Infernal Weapons	varies	varies, Left arc						
						2X Infernal Weapons	varies	varies, right arc						
						1x Infernal Weapon	varies	varies						
Critical - the doomsday device is triggered early. Any subsequent activation (of any formation), roll a dice. On a 6+ units within 25cm take a MW6+ hit, the engine is destroyed														
Harbinger Bomber	WE /AC	Bomber	5+	n/a	n/a	Reaper Autocannon	30cm	AP4+ / AT6+ / AA5+ FxF	DC4					
						Reaper Autocannon	15cm	AP4+ / AT6+ / AA5+ Left Arc						
						Reaper Autocannon	15cm	AP4+ / AT6+ / AA5+ Right Arc						
						Incendiary Bombs	15cm	6BP, Ignore cover, FxF	Critical - Destroyed					
Demonwing Fighter	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	AP4+ /AT5+ /AA5+ Ignore cover Fxf	Invulnerable save					
Demonwing Bomber	AC	Bomber	4+	n/a	n/a	Flame cannon	15cm	Ignore cover Fxf	Invulnerable Save					
						Firestorm Bombs	15cm	D3 BP, Ignore cover, FxF						
						Twin Lascannon	45cm	AT4+ / AA4+ Fxf						