

THE GHALLAMORE CLEANSING DAEMON INCURSION ARMY LIST

ARMY SUB-CHAMPION: November Rain Version: v 3.0

This list aims to represent the forces of the daemon incursion known as the Ghallamore Cleansing of 975.M41. In style it aims to provide a wholly daemonic force which does not include Chaos Space Marines, Chaos Cultists, or real-world created Daemon Engines, but which still functions as a usable list, including the ability to run both mono- and multi- god lists without needlessly handicapping the list.

The Ghallamore Cleansing Daemon Incursion army list has a Strategy Rating of 2. All Daemon Army formations have an initiative rating of 2+. The "Instability" and "Daemonic Assault" rules apply to all Daemon Army formations.

DAEMON WORLD SPECIAL

FORMATION	CORE UNITS	COST
0-1 Warp Rift	One Warp Rift (replace one objective on the Daemon World side of the table with a Warp Rift). The Warp Rift functions both as a Chaos Gate and as an objective for rules purposes. It may not be attacked or destroyed. <i>Important Note: Warp Rifts are one of the smallest types of Chaos Gate, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have walker ability; formations that include any other type of unit may not use a Warp Gate to enter play.</i>	75 points
1 Great Abomination	One Daemon Prince, Herald or Greater Daemon in the army gains the <i>Supreme Commander</i> ability for free.	Free
	0 – 1 Daemon Lord	
	Any Greater Daemon with the Great Abomination upgrade may be further upgraded for the points shown:	
	Khorne	+150 points
	Nurgle	+150 points
	Tzeentch	+150 points
	Slaanesh	+150 points

DAEMON WORLD HORDES

FORMATION	CORE UNITS	COST
Khorne Horde	6 Bloodletter units and 1 Herald character May add any of the following units for the appropriate points cost: 1 – 6 Bloodletter or Fleshhound units. 1 – 6 Bloodcrushers of Khorne or Skull Cannon of Khorne 1 Bloodthirster of Khorne	250 points 25 points each 50 points each 200 points
Nurgle Horde	6 Plaguebearer units and 1 Herald character May add any of the following units for the appropriate points cost: 1 – 6 Plaguebearers or Nurglings 1 – 6 Beasts of Nurgle or Plague Drones of Nurgle 1 Great Unclean One	250 points 25 points each 50 points each 250 points
Tzeentch Horde	6 Horror units and 1 Herald character May add any of the following units for the appropriate points cost: 1 – 6 Horrors or Flamers or Screammers 1 – 6 Burning Chariots of Tzeentch 1 Lord of Change	250 points 25 points each 50 points each 200 points
Slaanesh Horde	6 Daemonette units and 1 Herald character May add any of the following units for the appropriate points cost: 1 – 6 Daemonettes or Seekers of Slaanesh 1 – 6 Seeker Chariots or Fiends 1 Keeper of Secrets	250 points 25 points each 50 points each 250 points
0-1 Greater Daemon Horde (You may include one Greater Daemon Horde per Daemonic Horde in the army, with a maximum of one per Faction represented)	Between 1-3 Greater Daemon units of the same faction	250 points each

HORDE UPGRADES

(Each Horde, except Greater Daemon formations, may take any number of upgrades. Each upgrade may only be selected once per Horde.)

UPGRADE	UNITS	COST
Daemon Prince	Replace a Herald with a Daemon Prince. One Daemon Prince may be included in the army for each Chaos Faction present in the army.	+50 points
Chaos Spawn	Add one to three Chaos Spawn units to the horde.	+50 points each
Chaos Altar	Add one Chaos Altar to the horde.	+100 points
Furies	Add one to three Furies units to the horde	+25 points each
Armoured Support	Add one to three Soulgrinders to the horde	+75 points each

DAEMON WORLD SUPPORT PACKS

(You may take select one Daemon World Support Pack per Daemon World Horde selection in the army from the *Followers of Chaos*. You may only select Faction specific Support Packs if the army contains an affiliated Faction Horde formation. Each God aligned formation may be made up of a free mix of any of its component units, so long as the formation contains at least six units.)

FOLLOWERS OF CHAOS

FORMATION	UNITS	COST
Khorne	Juggernaut Pack	Three to nine Bloodcrushers of Khorne
	Flesh Hound Pack	Three to nine Flesh Hound units
	Skull Cannons of Khorne	Three to nine Skull Cannons of Khorne
Nurgle	Beasts of Nurgle Pack	Three to nine Beasts of Nurgle
	Nurgling Swarm	Three to nine Nurgling units
	Plague Drones of Nurgle	Three to nine Plague Drones of Nurgle
Slaanesh	Seekers of Slaanesh Pack	Three to nine Seekers of Slaanesh
	Seeker Chariots of Slaanesh	Three to nine Seeker Chariots
	Fiend Pack	Three to nine Fiends of Slaanesh
Tzeentch	Flamer Host	Three to nine Flamer units
	Screamer Flight	Three to nine Screammers
	Burning Chariots of Tzeentch	Three to nine Burning Chariots of Tzeentch
Undivided: Spawn Pack	Four to six Chaos Spawn	50 points each
Undivided: Soulgrinder Maniple	Four to six Soulgrinders	75 points each
Undivided: FuryFlight	Six to eight Fury units	25 points each

Special Rule - Instability

The power of the Warp is fickle and unpredictable, even for those born of its seething currents. Any Daemon World formation that fails an initiative test, for any reason, immediately loses 1D3 Lesser Daemons. These losses do not cause any Blast markers, though the formation may break if this causes them to have more Blast markers than units. Formations without Lesser Daemons are still subject to this rule though, in practice, it has no effect on them.

Special Rule - Chaos Gate

Chaos Gates are breaches in the walls of reality that allow the forces of Chaos direct access from their foul realms. A Chaos Gate included in the army allows the Chaos player to pick up to three other formations, and keep them within the Warp instead of deploying them normally. Any formations that are kept within the Warp may enter play via the Chaos Gate, by taking an action that allows them to make a move, and then measuring their first move from the position that a Chaos Gate occupies on the tabletop. No more than one formation may travel through a Chaos Gate each turn.

Special Rule – Daemonic Assault

Spilling from rents in the fabric of reality, a daemonic assault can come from any angle giving the defenders no possibility of forming a coherent defence. Before deployment, the daemon player may nominate up to two formations in their army per full thousand points to deploy by teleport. These formations may only enter play from the second turn and may only consist of formations made up wholly by Infantry, Light Vehicles, or Armoured Vehicles with the Walker ability.

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<i>Plague Drones of Nurgle</i>	INF	20cm	4+	4+	4+	Plague Sword	(contact)	(Assault Weapon)
						Deaths Head	(15cm)	(Small Arms)
	NOTES	Invulnerable Save, Infiltrator, Scout, Jump Pack						
<i>Skull Cannon of Khorne</i>	L/V	20cm	5+	6+	6+	Skull Cannon	45cm	AP3+/AT5+, Ignore cover
	NOTES	Invulnerable Save						
<i>Burning Chariots of Tzeentch</i>	L/V	20cm	5+	6+	4+	Exalted Flamer	(15cm)	(Small Arms), EA (+1), Ignore cover
							OR 30cm	D3 x AT5+
	NOTES	Invulnerable Save						