

DAEMON ARMY LIST

ARMY SUB-CHAMPION: NovemberRain Version: v2.6

A Daemon World Chaos Army has a Strategy Rating of 2. All Daemon Army formations have an initiative rating of 3+. The "Factions" and "Instability" rules applies to all Daemon Army formations. All other Chaos rules apply normally.

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. | <u>Free</u> |
| 0-2 Plague Zombie Infestations | 3 + 2D6 Plague Zombie units. | 175 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 units. 1 – 6 Fleshhounds units. 1 – 6 Juggernauts of Khorne | 250 points 25 points each 25 points each 50 points each |
| Nurgle Horde | 6 Plaguebearer units and 1 Herald character May add any of the following units for the appropriate points cost: 1 – 6 Plaguebearers 1 – 6 Nurglings 1 – 6 Beasts of Nurgle | 250 points 25 points each 25 points each 50 points each |
| Tzeentch Horde | 6 Horror units and 1 Herald character May add any of the following units for the appropriate points cost: 1 – 6 Horrors 1 – 6 Flamers 1 – 6 Screammers | 25 points each 25 points each 25 points each |
| Slaanesh Horde | 6 Daemonettes units and 1 Herald character May add any of the following units for the appropriate points cost: 1 – 6 Daemonettes 1 – 6 Seekers 1 – 6 Seeker Chariots 1 – 6 Fiends | 250 points 25 points each 25 points each 50 points each 50 points each |
| 0-1 Greater Daemon (You may include one Greater Daemon per Daemonic Horde in the army, with a maximum of one per Faction represented) | One Greater Daemon unit | 250 points |

HORDE UPGRADES

(Each Horde, including 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. | +25 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.)

FOLLOWERS OF CHAOS

| FORMATION | UNITS | COST |
|---------------------------------------|--|----------------------------------|
| Khorne: Juggernaut Pack | Four to eight Juggernauts of Khorne | 50 points each |
| Khorne: Flesh Hound Pack | Six to eight Flesh Hound units | 25 points each |
| Nurgle: Beasts of Nurgle Pack | Four to eight Beasts of Nurgle | 50 points each |
| Nurgle: Nurgling Swarm | Six to eight Nurgling units | 25 points each |
| Slaanesh: Fiend Pack | Four to eight Fiends of Slaanesh | 50 points each |
| Slaanesh: Seeker Pack | Six to eight Seekers of Slaanesh Replace any Seekers of Slaanesh with Seeker Chariots for an additional | 25 points each 25 points each |
| Tzeentch: Flamer Host | Six to eight Flamer units | 25 points each |
| Tzeentch: Screamer Flight | Six to eight Screammers | 25 points each |
| Undivided: Spawn Pack | Four to six Chaos Spawn | 25 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.

| UNIT | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER |
|-----------------------|-------|---|--------|-----|-----|---|-------------------------------------|---|
| Beasts of Nurgle | INF | 15cm | 3+ | 4+ | 5+ | Acidic Slime Cloud of Flies | (contact) (15cm) | (Assault Weapons), Ignore Cover (Small Arms), Ignore Cover |
| | NOTES | Fearless, Invulnerable Save, Mounted, Walker | | | | | | |
| Furies | INF | 30cm | 6+ | 4+ | n/a | Claws and Fangs Aerial Assault | (contact) 30cm | Assault Weapons AA6+ |
| | NOTES | Jump Pack, Invulnerable Save, Scouts The aerial assault attack represents the Furies flying over to mob enemy aircraft as they approach. Even though it is not a ranged flak attack as such, it is treated as one in the game. | | | | | | |
| Seekers | INF | 30cm | 4+ | 4+ | n/a | Daemonic Talons | (contact) | (Assault Weapons) |
| | NOTES | First Strike, Invulnerable Save, Mounted. | | | | | | |
| Horrors | INF | 15cm | 4+ | 4+ | 3+ | Daemonic Fire | (15cm) | (Small Arms) |
| | NOTES | Invulnerable Save. | | | | | | |
| Screamers | INF | 30cm | 5+ | 3+ | n/a | Claws and Fangs | (contact) | (Assault Weapons) |
| | NOTES | Jump Packs. Invulnerable Save. | | | | | | |
| Flesh Hounds | INF | 20cm | 4+ | 3+ | n/a | Claws and Fangs | (contact) | - |
| | NOTES | Infiltrator, Invulnerable Save. | | | | | | |
| Juggernauts of Khorne | INF | 20cm | 3+ | 3+ | 6+ | Juggernaut Bulk | (contact) | MW |
| | NOTES | Infiltrator, Invulnerable Save, Mounted, Walker | | | | | | |
| Nurglings | INF | 15cm | 4+ | 5+ | n/a | Tiny Sharp Teeth | (contact) | (Assault Weapons) |
| | NOTES | Scout, Invulnerable Save | | | | | | |
| Fiends of Slaanesh | INF | 20cm | 4+ | 3+ | n/a | Rending Claws | (contact) | (Assault Weapons), EA (+1) |
| | NOTES | Infiltrator, Invulnerable Save, First Strike | | | | | | |
| Seeker Chariot | AV | 30cm | 5+ | 3+ | n/a | Fleshshredder | (contact) | (Assault Weapons), EA (+1) |
| | NOTES | Invulnerable Save, Walker, First Strike | | | | | | |
| Flamers of Tzeentch | INF | 15cm | 5+ | 5+ | 4+ | Flames | (15cm) | (Small Arms), EA (+1) |
| | NOTES | Invulnerable Save | | | | | | |
| Chaos Spawn | INF | 15cm | 3+ | 3+ | n/a | Mutations | (contact) | EA (+D3) |
| | NOTES | Fearless, Invulnerable Save | | | | | | |
| Bloodletters | INF | 15cm | 4+ | 4+ | n/a | Hellblades | (contact) | EA (+1) |
| | NOTES | Invulnerable Save | | | | | | |
| Plaguebearers | INF | 15cm | 3+ | 4+ | 6+ | Plague Sword Cloud of Flies | (contact) (15cm) | |
| | NOTES | Invulnerable Save | | | | | | |
| Daemonettes | INF | 15cm | 4+ | 3+ | n/a | Talons | (contact) | (Assault Weapons) |
| | NOTES | Invulnerable Save | | | | | | |
| Lord of Change | INF | 30cm | 4+ | 5+ | 3+ | Bedlam Staff Withering Gaze | (contact) (15cm) 45cm | (Assault Weapon), MW, EA (+1) (Small Arms), MW, EA (+1) 2 x MW 3+ |
| | NOTES | DC 3, Reinforced Armour, Walker, Jump Pack, Inspiring, Fearless, Invulnerable Save Critical Hit Effect: Hurlled back into the Warp. Drags any units within 5cm back with it on a roll of 6+. | | | | | | |
| Bloodthirster | WE | 30cm | 4+ | 3+ | n/a | Axe of Khorne Whip | (contact) (contact) | (Assault Weapon), TK (1), EA (+2) (Assault Weapon), TK (1), EA (+1) |
| | NOTES | DC 3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless. Critical Hit Effect: Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+. | | | | | | |
| Great Unclean One | WE | 15cm | 4+ | 4+ | 4+ | Nurgling Swarm Stream of Corruption | (contact) (15cm) | (Assault Weapon), EA (+1) (Small Arms), Ignore Cover, EA (+1) |
| | NOTES | DC4, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless. Critical Hit Effect: Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+. | | | | | | |
| Keeper of Secrets | WE | 15cm | 4+ | 3+ | 4+ | Lash of Torment Gaze of Slaanesh | (contact) (15cm) 30 cm | (Assault Weapon), MW, EA (+1), First Strike (Small Arms), MW, EA (+1), First Strike 3 x MW 4+ |
| | NOTES | DC3, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless. Critical Hit Effect: Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+. | | | | | | |
| Daemon Prince | INF | 15/30cm | 3+/4+ | 3+ | 3+ | Daemon Weapon Warp Blast | (contact) (15cm) | (Assault Weapon), MW, EA (+2) (Small Arms) |
| | NOTES | Commander, Leader, Fearless, Reinforced Armour, Teleport. May have wings: count as Jump Packs. Speed increase to 30cm, save reduced to 4+ | | | | | | |
| Chaos Altar | WE | 15cm | 4+ | 4+ | 4+ | Arcane Tech. | 45cm | D3xAP4+/AT4+/AA4+ |
| | NOTES | DC3, Reinforced Armour, Invulnerable Save, Fearless, Inspiring. Critical Hit Effect: Destroyed. Units within 5cm suffer MW6+ attack | | | | | | |
| Soulgrinder | AV | 15cm | 3+ | 3+ | 4+ | Harvester Claws Phelgm Vomit | (contact) (15cm) 35cm 15cm | (Assault Weapons), MW, EA (+1) (Small Arms), EA (+3) AP4+/AT4+ AP3+, Ignore Cover |
| | NOTES | Invulnerable Save, Infiltrator, Walker | | | | | | |
| Daemonic Herald | CH | n/a | n/a | n/a | n/a | Sorcerous Blast OR Daemon Blade | (15cm) (contact) | (Small Arms), MW, EA (+1) (Assault Weapon), MW, EA (+1) |
| | NOTES | Invulnerable Save. Khorne & Slaanesh – Daemon Blade, Nurgle & Tzeentch – Sorcerous Blast | | | | | | |
| Plague Zombies | INF | 10cm | 5+ | 6+ | n/a | Claws and Teeth | (contact) | (Assault Weapon) |
| | NOTES | Infiltrator, Fearless, Teleport. Plague Zombies may only contest, not hold objectives. | | | | | | |