

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: Fury Flight	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 <i>mob</i> 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						
Nurplings	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) AND 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+	Nurpling 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)	(Assault Weapon), MW, EA (+1), First Strike (Small Arms), MW, EA (+1), First Strike
	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) AND (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.						