

# DAEMON WORLD CHAOS ARMY LIST

ARMY SUB-CHAMPION: NovemberRain Version: v2.3

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

## DAEMON WORLD SPECIAL

FORMATION	CORE UNITS	COST
<b>0-1 Warp Rift</b>	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
<b>1 Great Abomination</b>	One Daemon Prince, Herald or Greater Daemon in the army gains the <i>Supreme Commander</i> ability for free.	<u>Free</u>
<b>0-2 Plague Zombie Infestations</b>	3 + 2D6 Plague Zombie units.	175 points

## DAEMON WORLD HORDES

FORMATION	CORE UNITS	COST
<b>Khorne Horde</b>	Six Bloodletter units.	250 points
<b>Nurgle Horde</b>	Six Plaguebearer units.	250 points
<b>Tzeentch Horde</b>	Six Horror units.	250 points
<b>Slaanesh Horde</b>	Six Daemonette units.	250 points
<b>0-1 Greater Daemon</b> (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
<b>Daemon Prince</b>	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
<b>Chaos Spawn</b>	Add one to three Chaos Spawn units to the horde.	+25 points each
<b>Chaos Altar</b>	Add one Chaos Altar to the horde.	+150 points
<b>Furies</b>	Add one to three Furies units to the horde	+25 points each
<b>Armoured Support</b>	Add one to three Soulgrinders to the horde	
<b>Additional Daemons</b>	Add one to six Lesser Daemons to the horde (must be same Faction or Undivided)	+25 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
<b>Khorne: Juggernaut Pack</b>	Four to eight Juggernauts of Khorne	50 points each
<b>Khorne: Flesh Hound Pack</b>	Six to eight Flesh Hound units	25 points each
<b>Nurgle: Beasts of Nurgle Pack</b>	Four to eight Beasts of Nurgle	50 points each
<b>Nurgle: Nurgling Swarm</b>	Six to eight Nurgling units	25 points each
<b>Slaanesh: Fiend Pack</b>	Four to eight Fiends of Slaanesh	50 points each
<b>Slaanesh: Seeker Pack</b>	Six to eight Seekers of Slaanesh	25 points each
	Replace up to 4 Seekers of Slaanesh with Seeker Chariots for an additional	25 points each
<b>Tzeentch: Flamer Host</b>	Six to eight Flamer units	25 points each
<b>Tzeentch: Screamer Flight</b>	Six to eight Screamers	25 points each
<b>Undivided: Spawn Pack</b>	Four to six Chaos Spawn	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	<b>Fearless, Invulnerable Save, Mounted, Walker</b>						
Furies	INF	30cm	6+	4+	n/a	Claws and Fangs Aerial Assault	(contact) 30cm	Assault Weapons AA6+
	NOTES	Wings (count as Jump Pack). Invulnerable Save. Scouts. Costs one point to summon. 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	<b>First Strike, Invulnerable Save, Mounted. Costs one point to summon.</b>						
Horrors	INF	15cm	4+	4+	3+	Daemonic Fire	(15cm)	(Small Arms)
	NOTES	<b>Invulnerable Save. Costs one point to summon.</b>						
Screamers	INF	30cm	5+	3+	n/a	Claws and Fangs	(contact)	(Assault Weapons)
	NOTES	<b>Jump Packs. Invulnerable Save. Costs one point to summon.</b>						
Flesh Hounds	INF	20cm	4+	3+	n/a	Claws and Fangs	(contact)	-
	NOTES	<b>Infiltrator, Invulnerable Save. Costs one point to summon.</b>						
Juggernauts of Khorne	INF	20cm	3+	3+	6+	Juggernaut Bulk	(contact)	MW
	NOTES	<b>Fearless, Infiltrator, Invulnerable Save, Mounted, Walker</b>						
Nurplings	INF	15cm	4+	5+	n/a	Tiny Sharp Teeth	(contact)	(Assault Weapons)
	NOTES	<b>Fearless, Scout, Invulnerable Save</b>						
Fiends of Slaanesh	LV	20cm	4+	3+	n/a	Rending Claws	(contact)	(Assault Weapons), EA (+1)
	NOTES	<b>Fearless, Infiltrator, Invulnerable Save, Walker, First Strike</b>						
Seeker Chariot	AV	30cm	5+	3+	n/a	Fleshshredder	(contact)	(Assault Weapons), EA (+1)
	NOTES	<b>Fearless, Invulnerable Save, Walker, First Strike</b>						
Flamers of Tzeentch	INF	15cm	5+	5+	4+	Flames	(15cm)	(Small Arms), EA (+1)
	NOTES	<b>Fearless, Invulnerable Save</b>						
Chaos Spawn	INF	15cm	3+	3+	n/a	Mutations	(contact)	EA (+D3)
	NOTES	<b>Fearless, Invulnerable Save</b>						
Bloodletters	INF	15cm	4+	4+	n/a	Hellblades	(contact)	EA (+1)
	NOTES	<b>Fearless, Invulnerable Save</b>						
Plaguebearers	INF	15cm	3+	4+	6+	Plague Sword Cloud of Flies	(contact) (15cm)	
	NOTES	<b>Fearless, Invulnerable Save</b>						
Daemonettes	INF	15cm	4+	3+	n/a	Talons	(contact)	(Assault Weapons)
	NOTES	<b>Fearless, Invulnerable Save</b>						
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	<b>DC 3, Reinforced Armour, Walker, Jump Pack, Inspiring, Fearless, Invulnerable Save</b> <b>Critical Hit Effect: Hurlled back into the Warp. Drags any units within 5cm back with it on a roll of 6+.</b>						
Bloodthirster	INF	30cm	4+	3+	n/a	Axe of Khorne Whip	(contact) (contact)	(Assault Weapon), TK (1), EA (+2) (Assault Weapon), TK (1), EA (+1)
	NOTES	<b>DC 3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless.</b> <b>Critical Hit Effect: Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+.</b>						
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	<b>DC4, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless.</b> <b>Critical Hit Effect: Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+.</b>						
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	<b>DC3, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless.</b> <b>Critical Hit Effect: Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+.</b>						
Daemon Prince	INF	15/30cm	3+/4+	3+	3+	Daemon Weapon Warp Blast	(contact) (15cm)	(Assault Weapon), MW, EA (+2) (Small Arms)
	NOTES	<b>Commander, Leader, Fearless, Reinforced Armour, Teleport.</b> <b>May have wings: count as Jump Packs. Speed increase to 30cm, save reduced to 4+</b>						
Chaos Altar	WE	15cm	4+	4+	4+	Arcane Tech.	45cm	D3xAP4+/AT4+/AA4+
	NOTES	<b>DC3, Reinforced Armour, Invulnerable Save, Fearless, Inspiring.</b> <b>Critical Hit Effect: Destroyed. Units within 5cm suffer MW6+ attack</b>						
Soulgrinder	AV	20cm	4+	4+	4+	Battle Claws	(contact)	(Assault Weapons), MW, EA (+2)
	NOTES	<b>Fearless, Invulnerable Save, Infiltrator, Walker</b>						