WARHAMMER 40,000

DAEMON WORLDS THE EYE OF TERROR



INTRODUCTION

Of all the battlefields of the 41st Millennium, those that are situated on a Daemon world are among the most terrifying. To find yourself on the surface is to face utter madness; the laws of nature may be warped or absent altogether, and nothing is quite as it seems to mortal minds.

These rules allow you to stage battles on one of two Daemon worlds: Slaughtersphere, an irradiated wasteland held under the influence of Khorne, and Phagos VII, a living bog where teeming life writhes in supplication to Nurgle.

They are designed to be used in any game of Warhammer 40,000; any Maelstrom of War, Eternal War or Altar of War mission could take place in such an environment, as could games of Planetstrike, Cities of Death or Apocalypse. They can be used by anyone brave enough to fight upon a hostile battlefield, but they are particularly fun when incorporated into a Path to Glory campaign where a Chaos warband may gain an advantage for fighting in their own domain, but risk the ire of their patron god should they suffer defeat. Why not bring an exciting new dimension to your favourite missions by adding these rules into the mix?



DAEMON WORLDS: EYE OF TERROR - SLAUGHTERSPHERE

Slaughtersphere is held by the followers of Khorne, and it likely always will be, as any battles fought to claim it increase the Blood God's power there. The world is shaped by his influence; great lakes of blood divide the continents, while trees of gore-slick bone jut from the blackened ground. Great fortresses of brass and skulls stud the land, from which crazed warbands ride out in the name of their patron. Most sinister of all is the Blood Eye, a crimson sun that materialises above the fiercest fighting, deadly flares lashing the surface.

When fighting on the blood-soaked battlefields of Slaughtersphere, roll two dice at the start of each game turn, and consult the following table:

2D6 RESULT

- 2-3 The Blood God's Contempt: Psykers struggle to keep their powers in check. Each unit on the battlefield that contains any Psykers suffers D6 Strength 8 AP3 hits, with any hits allocated randomly.
- 4-5 Murdercall: A bloody haze fills the air, compelling all to advance. Starting with the player who has the second turn, each player picks one non-vehicle unit in their opponent's army. That unit must either move 2D6" towards the nearest enemy unit or suffer D6 Strength 8 AP3 hits (allocated randomly). If the unit ends its move within 1" of the enemy, it becomes locked in combat, but does not count as charging. Otherwise, the unit does not count as moving.

2D6 RESULT

- 9-10 The Butchered Host: Drawn to the battle, Khornate Daemons rise to join the fight. Each player rolls a dice, adding 1 to the result for each unit in their army that has been completely destroyed. If a player's Warlord has the Mark of Khorne or is a Daemon of Khorne, add an additional 1 to the result. The player who scores the highest can immediately add a unit of up to 3D6 Bloodletters to their force, with no additional options or upgrades apart from those represented on the miniatures, and immediately set them up using the Deep Strike rules.
- 11-12 Returned to the Slaughter: Death is not permanent on Slaughtersphere. Each player rolls a dice, adding 1 to the result for each unit in their army that has been completely destroyed. If a
- 6-8 The Blood Eye: The daemonsun appears in the sky and hypersolar flares batter the planet. Place a 5" blast marker over the centre of the battlefield, then scatter it 6D6". If one player's Warlord has the Mark of Khorne or is a Daemon of Khorne, that player can choose to re-roll the scatter dice. Any unit touched by the marker suffers a hit for each of its models that is fully or partially under it. These hits are resolved at Strength 8, AP1, with the Barrage and Ignores Cover special rules. After the flare has been resolved, roll a dice. On a 1 or 2, another flare lashes out; repeat this process. Keep going until a 3 or higher is rolled.



player's Warlord has the Mark of Khorne or is a Daemon of Khorne, add an additional 1 to the result. The player who scores the highest can pick one unit from their army that has been completely destroyed, and return it to the battlefield at full strength using the rules for Deep Strike.

THE CALL OF CHAOS: PATH TO GLORY CAMPAIGN

The following additional rule takes effect if your battle is part of a Path to Glory campaign. If you fight a battle on Slaughtersphere with a Khorne warband, your warriors are under the gaze of their patron god. If you win the battle, you gain an extra Favour Point, but if you lose, you lose D3 Favour Points (to a minimum of 0). Furthermore, after the battle, you can seek a powerful artefact instead of rolling on the Eye of the Gods table for your Champion. Choose an additional Chaos Artefact, adding it to your Champion's section of the warband roster.

DAEMON WORLDS: EYE OF TERROR - PHAGOS VII

Phagos VII was once little more than an arid wasteland, but that did not last for long once the children of Nurgle arrived. The indigenous creatures were quickly overcome, and shrine after shrine was erected in honour of the god of plagues. In less than a year, Phagos VII teemed with life. Every inch of its surface was covered in tiny, squirming creatures. Continent-spanning bogs of rancid water seethed and boiled with rapidly multiplying organisms, the cycle of life and death playing out a million times a second. Nurgle saw this, and he was pleased.

When fighting a battle in the living bogs of Phagos VII, roll two dice at the start of each game turn and consult the following table:

2D6 RESULT

- 2-4 Living Whirlpool: The carpet of tiny organisms begins to shift, rapidly turning into a horrific living whirlpool. Flyers, Flying Monstrous Creatures, Skimmers and Jetbikes are safe, as are Daemons of Nurgle and models with the Mark of Nurgle. All other units treat all terrain as dangerous terrain until the start of the next turn.
- 5-6 Horrific Writhing: The bog liquifies as billions of miniscule creatures begin to writhe and squirm. Flyers, Flying Monstrous Creatures, Skimmers and Jetbikes are safe, as are Daemons of Nurgle and models with the Mark of Nurgle, but any other units risk being swallowed by the ground. Roll a dice for each other unit that is not entirely within 1" of a terrain feature. If the result is equal to or greater than the unit's Armour Save, it suffers D6 Strength 7 AP4 hits with the Ignores Cover and Poisoned (4+)

2D6 RESULT

10-12 Grandfather's Boon: The 'ground' suddenly envelops a unit, swallowing it whole before vomiting it forth, blessed with Grandfather Nurgle's Boon. Both players roll-off, with the winner selecting any unit on the battlefield. That unit is immediately removed from the table and then is returned to the battlefield by the owning player using the rules for Deep Strike. Once the unit has been set up, roll a dice, adding 1 if the unit is a Daemon of Nurgle or has the Mark of Nurgle. On a 1, 2, 3 or 4, the unit suffers 7 Strength 7 AP4 hits with the Ignores Cover and Poisoned (4+) special rules as Nurgle grants it the boon of decay. On a 5, 6 or 7, the unit is restored to its starting strength (all wounds are healed and all slain warriors returned) as they are gifted the boon of fecundity.

special rules. Hits are allocated randomly.

- 7 The Great Hatching: In the space of a few seconds, millions of larvae reach maturity and take to the skies in new and putrid forms, laying foetid clutches of eggs in open wounds before they expire. Roll a dice for each wounded model on the battlefield. On a result of 1, 2 or 3, they suffer another wound with no armour saves allowed. If the model is a Daemon of Nurgle or has the Mark of Nurgle, it instead regains a lost wound.
- 8-9 Volatile Expulsion: A vast pocket of swamp gas, born of the decaying bodies of innumerable living things, breaks the surface and ignites. Both players roll a dice, re-rolling ties. The player who rolled the highest can place a dice on the battlefield, then scatter it 2D6". Then, each unit within 7" of the dice suffers as many Strength 7 AP4 hits as it has models within 7" of the dice.

THE CALL OF CHAOS: PATH TO GLORY CAMPAIGN

The following additional rule takes effect if your battle is part of a Path to Glory campaign. If you fight a battle on Phagos VII with a Nurgle warband, your warriors are under the gaze of their patron god. If you win the battle, you gain an extra Favour Point, but if you lose, you lose D3 Favour Points (to a minimum of 0). Furthermore, after the battle, you can seek a powerful artefact instead of rolling on the Eye of the Gods table for your Champion. Choose an additional Chaos Artefact, adding it to your Champion's section of the Warband Roster.



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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN: 978-1-78581-543-0

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Upload date: 18/11/2015



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