WARHAMMER 40,000

DAEMON WORLDS THE MAELSTROM



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: Lotus, a planet of bright hues and enrapturing scents that stem from the influence of Slaanesh, and Morpheon, a world covered in a sea of living blue fire.

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: MORPHEON

Viewed from space, Morpheon is a swirling ball of azure fire that could easily be mistaken for a gas giant. The surface tells a different tale. Great seas of roiling flame speed across its vast plains, depositing gleaming shards of crystal in their wake. It is unquestionably a world belonging to Tzeentch. His followers, mortal and Daemon alike, walk the ever-changing shores or craft boats of living crystal to brave the firetide. It is said that oracles live among the waves, and many have met their doom in search of these mythical entities.

When fighting a battle on the Daemon world of Morpheon, the following rules apply:

SPARKLING SHARDS

The ground here is littered with splinters of psychically resonant crystal that hum and vibrate with accumulated power. All psykers successfully harness Warp Charge on rolls of 3+ on Morpheon instead of 4+ but, when rolling on the Perils of the Warp table, they must roll two dice and select the lowest result unless they have the Mark of Tzeentch or are a Daemon of Tzeentch.

FIRETIDE

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When fighting a battle on the crystal-lined shores of Morpheon, roll a dice at the start of each game turn to see whether the tide of azure flame begins to roll in. If the result is 1, 3 or 6, consult the following table:

D6 RESULT

1 Tide of Pinkfire: The firetide rises rapidly, engulfing all in its path in agonising flame before receding as swiftly as it arrived. Each unit on the battlefield that is not a Flyer or a Swooping Flying Monstrous Creature suffers D3 Strength 9 AP3 hits with the Ignores Cover special rule. Units with the Mark of Tzeentch or that are Daemons of Tzeentch only suffer a single hit. Hits are randomly allocated.

D6 RESULT

6 Tide of Change: The tide comes in swiftly, but its flames are cold and do not seem to do harm. Phantasms of slain warriors swim amid the waves, stepping forth to rejoin their kin. Roll a dice for each non-vehicle unit on the battlefield that has suffered casualties. On a result of 5 or 6, return D3 models to the unit that have been removed as casualties, setting them up in unit coherency and not within 1" of the enemy. Return D6 models

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Tide of Bluefire: The battlefield is partially wreathed in azure flame as the firetide comes in.
Roll a scatter dice. The tide comes in from the edge of the battlefield that the arrow is pointing at (use the small arrow on the hit symbol if a hit is rolled). Any unit within 18" of that edge suffers D3 Strength 9 AP3 hits with the Ignores Cover special rule. Units with the Mark of Tzeentch or that are Daemons of Tzeentch only suffer a single hit. Hits are randomly allocated.



instead if the unit has the Mark of Tzeentch or the Daemon of Tzeentch special rule.

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 Morpheus with a Tzeentch 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: LOTUS

Lotus is a small planetoid that has succumbed entirely to the sway of Slaanesh. Its rolling hills and tree-lined vistas are a riot of colour and sound, and the air is filled with cloying perfumes. The world has a deadly secret, though. Called by the din of battle, or perhaps the promise of fresh minds to corrupt, a sickly-sweet mist rises from hidden orifices in the ground. Any who are caught unawares will soon find their judgement clouded and their thoughts subverted, until they are blissfully unaware and ripe for the soul-harvest that will doubtless follow.

The following rules apply when fighting a battle on the fragrant plains of Lotus, representing the effects of the pervasive mist:

At the start of each game turn, each player rolls a dice. Whoever scores highest can pick a non-vehicle unit in the enemy army, then roll a dice. On a result of 4, 5 or 6, that unit is overcome by the fragrant mist (if your Warlord has the Mark of Slaanesh, or is a Daemon of Slaanesh, your units are only affected on the roll of a 6). When a unit is overcome by the mist, roll two dice, add its Leadership to the result, and consult the table below. If your Warlord has the Mark of Slaanesh, or is a Daemon of Slaanesh, you can re-roll the dice before adding the unit's Leadership and consulting the table:

2D6 RESULT

- 10 or less Ecstatic Catatonia: The unit is overcome with a state of pure bliss, more intense than anything they have ever known. Warriors cast their weapons aside and fall to the ground, heedless of anything but the ecstasy of the moment as they roll back and forth. Remove the entire unit from the battlefield; even if they are not slain by the enemy, it will take several hours for them to recover enough to be of any use.
 - 11-13 Sadistic Glee: With a sudden, passionate ferocity, the unit turns on itself. Warriors

2D6 RESULT

17+ Excess of Violence: After a moment's hesitation, the unit springs wide-eyed towards their foe, the raging desire to spill their blood and feel its warmth overruling any sense of selfpreservation. The player whose unit it is moves it 2D6" towards the nearest enemy (if this brings the unit into contact with an enemy, it counts as having charged in the next Assault phase). The unit has the Furious Charge special rule until the start of the next turn.

who have stood side by side for years swing enthusiastically at each other, laughing joyously as their entrails spill and their limbs are crushed. Roll a dice for each model in the unit. On a result of 4, 5 or 6 the unit suffers D6 randomly allocated wounds with no armour or cover saves allowed.

14-16 Pavane of Slaanesh: The unit slows to a halt, warriors cocking their heads to one side as they hear the first notes of a disturbingly compelling song. They lower their weapons, unable to keep themselves from swaying side to side, eventually breaking into a lewd pavane. During this game turn the unit cannot move, Run, charge or pile in; it cannot cast psychic powers or attempt to Deny the Witch; it cannot shoot in the Shooting phase or make attacks in the Combat phase. In short, it cannot do anything! However, it has the Fearless and Feel No Pain (4+) special rules until the start of the next game turn.

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 Lotus with a Slaanesh 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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Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom

games-workshop.com

