

# DAEMON HORDE

## *A Daemon army list by Anthony Reynolds*

*Let the Old World tremble, for in the following pages the power of the Daemons is revisited! This new Daemon Horde army list is an update of the list printed in *Ravens Hordes*, with revised points values and special rules. All the rules presented here replace those regarding Daemons which are already in print elsewhere, such as the Daemonic Miscast table printed in *White Dwarf* 259.*

Entering the material realm in the Chaos Wastes, Daemon hordes rampage across the known world in an orgy of slaughter and destruction, their insatiable appetite for bloodshed and carnage driving them ever onwards. They are a terrifying foe to behold, a blasphemous offence to the order of the natural world, their unnatural presence often pushing fragile mortal minds over the edge into the depths of insanity.

Daemons are creatures of pure chaos, their physical substance made up of the raw, magical energy which saturates the Warhammer world. They are nightmarish horrors, with a makeup and psyche utterly alien to mortal comprehension. They manage to hold on to their physical form through sheer strength of will, and require neither air, food nor rest. Sustaining themselves in the material realm is a taxing process, and thankfully for the mortals of the known world, Daemons cannot maintain their presence indefinitely, eventually slipping back into their torrid ether-realm, where they plot their return to the physical realm.

Servants of the four great gods of Chaos form the mainstay of the Daemons that ravage the Warhammer world. Daemons of Khorne, the Blood God, are insanely strong and ferocious, frenzied creatures whose eternal blood-lust knows no fulfilment. The servants of Tzeentch, the manipulative Master of Sorcery and Eternal Fluctuation, are bizarre creatures of subtle power and cunning. The Daemonic servants of Nurgle are putrescent spreaders of pestilence and plague, corrupt and loathsome. Slaanesh, the power of excess, is served by Daemons of beguiling, disturbing beauty and horror.

Daemons march to war against any who would stand against them, indiscriminate of foe, lesser Daemons led by towering, immortal Daemon Princes and the Greater Daemons, being of unfathomable presence and power. As the power of Chaos waxes, growing ever stronger, more Daemons spill out of the Chaos Wastes intent on nothing less than the destruction of the mortal world.



## DAEMONIC SPECIAL RULES

*Daemons are non-material creatures and struggle constantly to maintain their presence in the physical realm. When their tenuous foothold in the material realm is severed they are sent screaming back to the ether, where they plot their eventual return. They hold no fear of physical injury, for in essence they are not corporeal beings. However, Daemons will seek to extend their existence in the real world at any cost, for it is only when in the physical realm that they can work directly to destroy it. Creatures of pure chaos, they are particularly susceptible to the effects of magic, which wounds them in ways that mundane weapons cannot.*

The following special rules apply to all characters and troops in a Daemon army, except Chaos Spawns:

### Daemonic Instability and Break Tests

When Daemons lose a combat they must take a special Daemonic Instability test. In a multiple combat, each Daemon unit on the losing side takes a separate test.

1. Calculate combat resolution as normal. If the Daemons have lost the combat, take a Daemonic Instability test in the same manner as a Break test, with all the relevant modifiers for combat resolution. For each point that the unit fails its Daemonic Instability test by, it suffers 1 additional wound (no saves of any kind, not even Regeneration or Ward saves, are allowed against such wounds). If characters are present in the unit, or if they are riding a Daemonic steed, the controlling player can decide how to allocate the wounds among the unit, the Daemonic steed and the characters. If a Daemon unit is wiped out by Daemonic Instability in the first turn of combat, the enemy gets the option to make an overrun move as normal.

2. In addition, use the same result rolled for the Daemonic Instability test to check to see if the Daemons flee. The Daemons count as being *stubborn*, so their unmodified Leadership value is used (Nurglings ignore this second step, being Unbreakable, although they may still take wounds from Instability).

Eg, a unit of 20 Bloodletters loses a combat by 4. The controlling player rolls 8 for their Daemonic Instability test. For the first part of the Instability test, the Leadership of the Daemons is affected by combat resolution. The Daemons have a Leadership of 9, reduced to 5 by combat resolution, so they fail the test by 3 (8-5=3), and so take 3 wounds, losing 3 models. For the next part of the Instability test, the Daemon unit must see if it breaks, using the same dice score of 8. Because they are counted as being *stubborn* the Daemons have an unmodified Leadership of 9, so do not run and will fight on.

### Immune to Psychology

Daemons are Immune to Psychology except for being *stubborn* (see page 112 of the Warhammer rulebook).

### Cause Fear

Daemons are unearthly creatures and cause *fear* (see page 81 of the Warhammer rulebook).

### Daemonic Aura

Daemons have a Ward save of 5+. However, Daemons are particularly vulnerable to magic, so this Ward save is ignored for wounds suffered from spells and magic items.

### Daemonic Attacks

Daemonic attacks count as magical, so can wound ethereal creatures, etc. This includes ranged attacks (such as shooting from Tzeentch Flamers).



The Lord of Change has a total command of sorcery.

## DAEMONIC MAGIC

Daemons may use any lore of magic from the Warhammer rulebook. However, no lore can be taken twice until all the lores are taken, in which case a second Daemon may use that lore also. In the same vein, no lore may be taken a third time until all lores are taken twice, and so on.

Each Core unit of Daemons will generate both Power and Dispel dice if they are led by a spellcasting Exalted Daemon or the unit is within 6" of a Greater Daemon or a Daemon Prince with spellcasting capabilities. A unit of Daemons cannot ever cast spells themselves – they merely generate Power and Dispel dice that can be used by spellcasting Daemons and Daemonic Wizards. See the chart below for the number of dice generated. Note that an Exalted Daemon that has joined a unit does count towards the total number of Daemons in the unit.

Number of Daemons in Unit:	0-5	6-15	16-25	26+
Power Dice	0	1	2	3
Dispel Dice	0	1	1	2

Eg, a unit of 20 Daemons will generate 2 Power dice and 1 Dispel dice; 8 Daemons will generate 1 Power dice and 1 Dispel dice, so long as they are led by a spellcasting Exalted Daemon (or a spellcasting champion in the case of Horrors), or are within 6" of a Greater Daemon or spellcasting Daemon Prince.

Bloodletters do not generate any Power dice, but generate double the Dispel dice of normal Daemons if they are led by an Exalted Daemon (NOT a spellcaster) or if the unit is within 6" of a Greater Daemon, a sorcerous Daemon Prince or a Khorne Daemon Prince.

Greater Daemons and sorcerous Daemon Princes generate Power dice and Dispel dice as normal according to their level.

Sorcerous Exalted Daemons do not generate any Power or Dispel dice. However, they count as Level 2 Wizards for all other purposes, such as how many spells they may take, and how many Power dice may be expended when casting.

You may not target friendly Khorne Daemons with magic.

## DAEMONIC GIFTS

Daemonic Gifts are chosen just like magic items and so each one can only be chosen once per army. However, the Gifts that Greater Daemons get as standard do not count towards this restriction. An Exalted Daemon with a Daemonic Gift that specifies a particular Chaos power may not join a Daemon unit of any other Chaos power. For example, an Exalted Daemon with the Armour of Khorne may not join a unit of Nurgle Plaguebearers.

### Tzeentch's Will . . . . . 75 points

#### *Tzeentch Daemons Only*

The Daemon may re-roll a single D6 once per turn. The re-roll entitles the player to take any single D6 dice (including one of the dice rolled on a 2D6, 3D6, etc.) he has rolled and roll it again. Any dice can be re-rolled, and the re-roll can even potentially avoid a Miscast or cause Irresistible Force.

### Aura of Slaanesh . . . . . 50 points

#### *Slaanesh Daemons Only*

Enemy units within 6" of one or more Daemons with the Aura of Slaanesh suffer a -1 modifier to their Leadership.

### Chaos Disruption . . . . . 50 points

Missile fire directed at the bearer and the unit he is with suffers a -1 to hit penalty in addition to any other modifiers.

### Radiance of Dark Glory . . . . . 40 points

Daemons within 6" of a Daemon with Radiance of Dark Glory suffer one less wound than they normally would when defeated in combat. Eg, a unit of Plaguebearers loses a combat and should lose 2 models from Daemonic Instability, but because the Daemon with this gift is within 6", it only 2 models are lost.

### Blade of the Ether . . . . . 40 points

Any model struck by the Blade of the Ether is allowed no armour save.

### Nurgle's Cloud of Flies . . . . . 40 points

#### *Nurgle Daemons Only*

Any enemy model in base-to-base combat with one or more Daemons with the gift of Nurgle's Cloud of Flies suffers a -1 to hit penalty.

### Diabolic Splendour . . . . . 35 points

A Daemon with Diabolic Splendour treats its Daemonic Aura as a normal Ward save, so it does get to save against spells and magic items. This power is also conveyed onto any Daemonic unit that the Daemon joins.

### Spellbreaker . . . . . 25 points

Once per battle a Daemon with the Spellbreaker gift may automatically dispel an enemy spell, except those cast with Irresistible Force.

### Armour of Khorne . . . . . 20 points

#### *Khorne Daemons Only*

4+ Armour save. This is in addition to the Daemonic Aura save.

### Blood Greed of Khorne . . . . . 20 points

#### *Khorne Daemons Only*

The model is subject to *frenzy*. This is an exception to Daemons being Immune to Psychology.

### Soul Hunger . . . . . 20 points

The Daemon can re-roll any missed close combat attacks on the turn it charges.



Here is gathered part of the massive army of the Daemon Prince G'harr Nazzyak Shubdelbarak, lord of wanton destruction.

## CHOOSING A DAEMON ARMY

*Daemons are a terribly powerful foe, a nightmarish army that excels in close combat, where they have no peer. Daemon Princes and Greater Daemons are amongst the most dangerous creatures in the Warhammer world, and even the most lowly of Lesser Daemons is capable of tearing a man in two. When they march to war, the world itself trembles before them.*

See page 238-9 of the Warhammer rulebook for details on choosing army, with the following additions and amendments.

### CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Value	Max. Characters	Max. Lords
< 2,000	3	0
2,000-2,999	4	up to 1
3,000-3,999	6	up to 2
+1,000	+2 max	1 max

**IMPORTANT:** The number of characters is the total number of characters allowed in the army including Lords.

An army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of one (the General). Similarly, an army does not have to include Lords, it can include all of its characters as Heroes if you prefer.

### CHOOSING TROOPS

Troops are divided into Core, Special and Rare Units. The number of units of each type that are available depends upon the points value of your army. This is indicated on the following chart.

Army Value	Core	Special	Rare
< 2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 point army you must take a minimum of 3 Core Units and could choose to take up to 4 Special Units and/or up to 2 Rare Units.

In addition, if an individual entry has a number limiting it, for example 0-1, then you may only have up to that many units of that type in your army.

### UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

**Profiles.** The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

**Unit Sizes.** Each entry specifies the minimum size for each unit. In some cases units also have a maximum size.

**Special Rules.** Many Daemonic units have special rules which are described in this section.

### CHAMPIONS, MUSICIANS & STANDARD BEARERS

Units of Lesser Daemons may upgrade a model to a Musician for +8 points, or to a Champion or Standard Bearer for +16 points each. Units of Daemon Cavalry may upgrade a model to a Musician for +10 points, or to a Champion or Standard Bearer for +20 points each.

A Champion will have +1 Attack.



This fiend has gathered together daemonic hosts of each of the four great Chaos powers to bring terror to the Warhammer world.

# LORDS

## GREATER DAEMON OF KHORNE

Bloodthirster ..... 550 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	0	7	6	7	10	8	10

### SPECIAL RULES

Counts as one Lord choice and one Hero choice.

Causes *terror*, Large Target, may *Fly*.

**Daemonic Gifts:** Bloodthirsters have the Armour of Khorne Gift, and may choose up to 50 points worth of other Daemonic Gifts.

**Khorne's Favour:** Magic Resistance (3).

## GREATER DAEMON OF SLAANESH

Keeper of Secrets ..... 595 points per model

	M	WS	BS	S	T	W	I	A	Ld
Keeper of Secrets	8	9	0	6	6	6	10	6	10

### SPECIAL RULES

Counts as one Lord choice and one Hero choice.

Causes *terror*, Large Target.

**Magic:** Level 4 Wizard.

**Daemonic Gifts:** The Keeper of Secrets has the Daemonic Gift Aura of Slaanesh, and may choose up to 50 points worth of other Daemonic Gifts.

**Soporific Musk:** Every enemy model touching the Keeper of Secrets at the beginning of the Close Combat phase loses 1 Attack, down to a minimum of 1. Models which are Immune to Psychology are immune to this power.

## GREATER DAEMON OF TZEENTCH

Lord of Change ..... 625 points per model

	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	6	6	6	6	6	6	10	5	10

### SPECIAL RULES

Counts as one Lord choice and one Hero choice.

Causes *terror*, Large Target, may *Fly*.

**Magic:** Level 4 Wizard.

**Daemonic Gifts:** Lords of Change have the Daemonic Gift Tzeentch's Will, and may choose up to 50 points worth of other Daemonic Gifts.

**Master of Sorcery:** Lords of Change have one extra spell than normal, so have five spells instead of four.

## GREATER DAEMON OF NURGLE

Great Unclean One ..... 595 points per model

	M	WS	BS	S	T	W	I	A	Ld
Great Unclean One	4	8	0	6	6	10	4	6	10

Equipment: Plague Flail: Magical Weapon. Poisoned attacks.

### SPECIAL RULES

Counts as one Lord choice and one Hero choice.

Causes *terror*, Large Target.

**Magic:** Level 4 Wizard.

**Daemonic Gifts:** The Great Unclean One has the Daemonic Gift Nurgle's Cloud of Flies, and may choose up to 50 points worth of other Daemonic Gifts.

DAEMON PRINCE ..... 250 points per model

	M	WS	BS	S	T	W	I	A	Ld
Daemon Prince	6	7	0	5	5	4	8	4	10

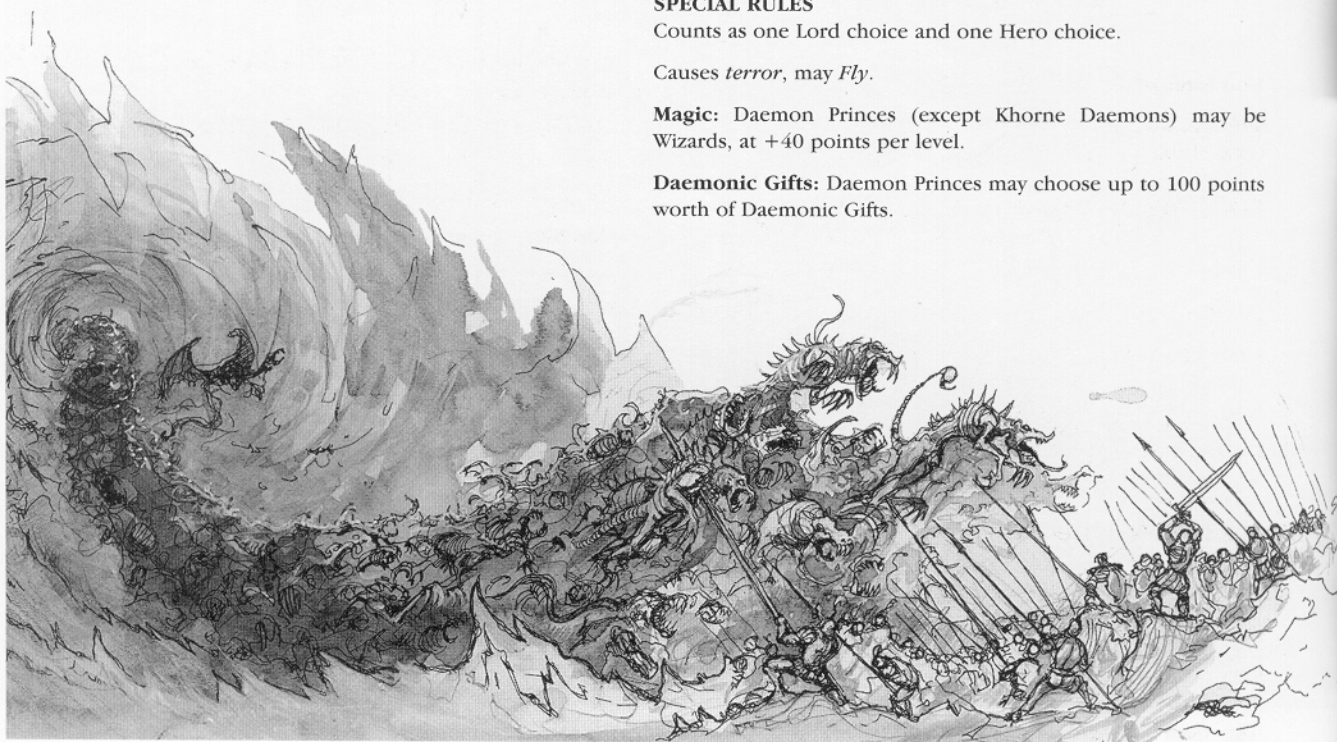
### SPECIAL RULES

Counts as one Lord choice and one Hero choice.

Causes *terror*, may *Fly*.

**Magic:** Daemon Princes (except Khorne Daemons) may be Wizards, at +40 points per level.

**Daemonic Gifts:** Daemon Princes may choose up to 100 points worth of Daemonic Gifts.



# HEROES

## 1 EXALTED DAEMON . . . . . 95 points per model

	M	WS	BS	S	T	W	I	A	Ld
Ex. Daemon	4	6	6	5	4	2	7	3	10

### SPECIAL RULES

**Mount.** Exalted Daemons may ride the mount of their chosen god, or any if Chaos Undivided. See the Daemon Cavalry entry for points cost.

**Magic:** May become a Spellcaster (except for Khorne Daemons) for 50 points.

**Daemonic Gifts:** May take up to 50 points worth of Daemonic Gifts.

# CORE UNITS

## LESSER DAEMONS

Bloodletter . . . . . 19 points      Plaguebearer . . . . . 21 points

Daemonette . . . . . 20 points      Horror . . . . . 18 points

	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	5	3	1	6	2	9
Plaguebearer	4	5	5	4	4	1	6	2	9
Daemonette	4	5	5	4	3	1	6	3	9
Horror	4	5	5	4	3	1	6	2	9

Unit Size: 10+

### SPECIAL RULES

Horror Champions may be upgraded to Spellcasters for +40 points. They follow the same rules as for spellcasting Exalted Daemons.

# SPECIAL UNITS

## NURGLINGS . . . . . 45 points per model

	M	WS	BS	S	T	W	I	A	Ld
Nurglings	4	3	3	3	3	4	2	4	9

Unit Size: 1-5

### SPECIAL RULES

Unbreakable.

## FLAMERS OF TZEENTCH. . . . . 37 points per model

	M	WS	BS	S	T	W	I	A	Ld
Flamer	9	3	5	4	4	1	4	2	9

Unit Size: 3+

### SPECIAL RULES

Shoots flames up to 6". Each hit causes D6 S3 hits on any unit hit. Ignore obstacles when moving.

Follow the rules for fast cavalry, but do not count as cavalry for any other purpose.

## FLESH HOUNDS . . . . . 35 points per model

	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	9	5	0	4	4	1	6	2	9

Unit Size: 5+

### SPECIAL RULES

Spells that affect the unit are automatically dispelled, even if cast with *Irresistible Force*.

## FIENDS OF SLAANESH . . . . . 30 points per model

	M	WS	BS	S	T	W	I	A	Ld
Fiend	7	4	0	4	4	1	5	3	9

Unit Size: 5+

## BEASTS OF NURGLE. . . . . 52 points per model

	M	WS	BS	S	T	W	I	A	Ld
Beast of Nurgle	5	3	0	3	5	3	3	D6	9

Unit Size: 3+

### SPECIAL RULES

*Poisoned Attacks.*

## CHAOS SPAWN . . . . . 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Spawn	2D6	3	0	4	4	3	3	D6	10

Unit Size: 1+

### SPECIAL RULES

*Unbreakable*, causes *fear*. Moves 2D6" towards enemy model (Chaos player's choice). Stops if contacts any unit (counts as charging) and fights with D6 Attacks, hitting automatically.



# RARE UNITS

## DAEMON CAVALRY

Bloodletter . . . . . 19 points	Juggernaut . . . . . +67 points
Plaguebearer . . . . . 21 points	Beast of Nurgle . . +52 points
Daemonette . . . . . 20 points	Steed of Slaanesh +15 points

	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	5	3	1	6	2	9
Juggernaut	6	4	0	6	5	3	2	2	9
Plaguebearer	4	5	5	4	4	1	6	2	9
Beast of Nurgle	5	3	0	3	5	3	3	D6	9
Daemonette	4	5	5	4	3	1	6	3	9
Steed of Slaanesh	10	4	0	4	4	1	6	1	9

Unit Size: 5+ for Daemonettes, 3+ for others.

### SPECIAL RULES

Bloodletters ride Juggernauts, Plaguebearers ride Beasts of Nurgle, and Daemonettes ride Steeds of Slaanesh.

Daemonettes on Steeds count as cavalry, others are treated as ridden monsters.

The Steed of Slaanesh conveys a 5+ armour save onto the Daemonette riding it, in addition to the Daemonette's 5+ Daemonic Aura Ward save.

If a Bloodletter on a Juggernaut or Plaguebearer on a Beast of Nurgle is hit by missile fire, randomise whether the rider or mount is hit as with ridden monsters. In close combat either may be attacked separately. If the rider is killed the mount fights on. If the mount is killed the rider is removed with it.

See the Lesser Daemon entries for the rules for Bloodletters, Plaguebearers and Daemonettes.