

DAEMON LIST V2

BACKGROUND

The world is awash with unseen magic. Magic is the inevitable pollutant of a parallel dark dimension introduced when the great intra-spatial gateways of the Slann collapsed spewing magically volatile warp-matter over the whole world. Magic is a malleable energy that can be harnessed and wielded, but the very act of doing so reshapes and changes everyone and everything its comes into contact with. Whether used for good or ill, magic is ultimately dangerous, corrupting and deadly.

To this day the ancient gateways continue to leak raw magic from the dark dimension. In this strange other-reality exist creatures of an altogether different order to mortals. These are not creatures of flesh and blood but ethereal entities whose consciousnesses are continually flowing and interchanging. Individuality, time and linear thought are meaningless concepts in the dark dimension. In that timeless, spaceless, nothingness there is only endless being - a single moment extending through all eternity. Or at least that would be the case were it not for the great rifts torn between parallel realities by the dimensional portals of the Slann.

Just as magic pollutes and disfigures the material world so the dark dimension is polluted and reshaped by the world of mortals. Thoughts, ambitions and emotions from the material realm overwhelm and reshape the naturally guileless intelligence of the dark dimension. Minds, shapes and consciousnesses coalesce under the pressure of expectation. From the dreams and fears of mortal minds gods, daemons and spirits are fashioned from the stuff of the warp. Under the pressure of those newly created consciousnesses other lesser beings are shaped. Thus are the gods of men made real and the fears of men born as flesh.

When the juncture between realities flexes and fractures, vast energies are released through the northern polar gateway. Warp-energy radiates outwards fading and weakening as it is gradually absorbed into the fabric of the universe. The northlands become saturated with magic that ebbs southwards driven by pressure from the gateway. This tide of magic provides succour for demonic creatures just as mortals need air to breath and fish water. And at the same time, renewed energy courses through the daemonic powers. The interaction between the worlds invigorates them, reinforcing or redefining their consciousness, feeding upon the fears and hopes of men as it does so. These nightmare driven horrors pour from the north in the forms of gods and daemons – gods and daemons formed by mankind's expectations of what gods and daemons are.

Thus are the gods of the Old World, and the most bitter agents of mankind's own destruction, self-created from the terror of mankind itself. There may be a thousand gods or a million aspects of a single deity – it matters little. The daemon armies of Chaos constantly reshape and reform in the face of men's ever shifting fears. Most of all, men dread the elemental horrors of life, and these are represented by the four great gods of the Marauder tribes of the north. They are worshipped under many names and in many guises but in the lands of the south they are recognised (by those who dare pursue such studies) as the great powers of Khorne the Blood God, Tzeentch the Changer of the Ways, Nurgle the Plague Lord, and Slaanesh the Lord of Pleasure.

These are the Great Gods of Chaos of which all other gods are but parts or conjunctions; though in the Empire many a theologian has been burned for saying as much.

CAPTIONS

Daemon Hordes. These are the infantry of the daemon host. They fight as bands of daemon warriors of their particular god – Bloodletters of Khorne armed with crooked Hell Blades, Plague Bearers of Nurgle with their rotting flesh and single eye, Horrors of Tzeentch spitting and hissing with coruscating magic, and pale fleshed Daemonettes of Slaanesh.

Daemon Swarm. These are swarms of tiny rat-like daemons – tiny but multitudinous creatures of which the most numerous are Nurglings – small creatures bloated with corruption, bursting with pustules, and shrieking with delight as they gnaw and chew upon the entrails of their victims.

Daemon Cavalry. These are daemonic warriors riding upon a daemon mount – such mounts can take many twisted nightmarish forms from great horses to mutant humanoid daemons forced onto all fours. Amongst them are the bizarre steeds of Slaanesh that carry Daemonettes into battle – bipedal daemons with curious lash-like tongues tipped with mind-distorting venoms.

Daemon Hounds. These are wolf or hound-like creatures of which there are many and varied kinds. Amongst them are the Flesh Hounds of Khorne – half-wolf and half-reptile but wholly daemonic.

Daemon Chariots. These are daemons riding in chariots – some are constructions as any other chariot but others living entities twisted from flesh and bone and bound by chaos magic. They are drawn by daemon steeds as varied and as bizarre as the creature ridden by the daemon cavalry.

Daemon Beasts. Are large daemons, often consisting of a huge and monstrous steed ridden by a warrior daemon such as those already described. Such beasts can be vast, formless, sprawling, spawn-like creatures; nightmarish, insane things mutated beyond recognition and devoid of intelligence. Amongst these creature are the menacing Juggernauts of Khorne, towering daemons of bull-like appearance with brass bodies and which snort flames from brazen nostrils, and Beasts of Nurgle, vast slug-like monstrosities that exude poisonous slime.

Daemon Flyers. A flying daemons – often these are winged daemons but not all daemons need wings to fly and some propel themselves through the air upon the backs of other aerial daemons such as the curious steeds of Tzeentch. Amongst their ranks are the Screamer of Tzeentch – like gigantic aerial manta-rays, and the noisome Chaos Furies.

Greater Daemons. Greater Daemons are the largest and most powerful of all daemons. They serve only the gods and are aspects or significant portions of that god's power. They have powers beyond human comprehension and can take on almost any guise they please – but it is in the forms of gigantic humanoid daemons that they appear

upon the battlefield. Though there are Greater Daemons of many kinds, the most numerous and by far the most powerful are the Bloodthirster of Khorne, Tzeentch's Changer of the ways, the Great Unclean One of Nurgle, and Slaanesh's Keeper of Secrets.

Characters. The Characters in the daemon army represent the most favoured servants of the gods. These are former mortals who have been elevated to daemonhood by the gods themselves. They no longer look like the mortals that they once were. They will have been gifted with new powers and astonishing attributes of different kinds depending upon the generosity of their master. For the most part their appearance will reflect the preoccupations of their god, but gods are notoriously whimsical creatures and this may not always be so. Daemon Lords and Overlords might be almost any size up to that of a greater daemon; but they always look suitably imposing, for the gods are proud of their favourite slaves and like to embellish them with wings, horns, serpentine bodies, flesh of iron, and such like improvements. Many have powers that are magical as well as physical and may be able to cast devastating spells.

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Daemon Hordes	Infantry	4	3	5+	-	3	75	3/-	-
Daemon Swarm	Infantry	2	4	6+	-	3	45	-/4	*1
Daemon Cavalry	Cavalry	4	3	5+	-	3	110	-/3	-
Daemon Hounds	Cavalry	3	3	5+	-	3	85	-/2	-
Daemon Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Daemon Beasts	Monster	5	4	5+	-	3	220	-/1	-
Daemon Flyers	Monster	2	3	5+	-	3	80	-/1	*2
Greater Daemon	Monster	8	6	4+	-	1	300	-/1	*3
Daemon Overlord	General	+2	-	-	9	1	135	1	*4
	Wizard	-	-	-	-	-	+25	-	-
Daemon Lord		-	-	-	8	1	100	-/2	*5
	Hero	+2	-	-	-	-	-	-	-
	Wizard	+1	-	-	-	-	-	-	-
Favour of the Gods	Special Bonus	+1	-	-	-	-	+50	-/1	*6

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ARMY RULES

All units ignore the -1 Combat penalty for fighting terrifying troops – you cannot frighten them at all.

At the end of the Shooting phase and at the end of the Combat phase, any unit of three stands that has only one stand remaining is destroyed. The final stand is removed as a casualty. This represents the power of Chaos ebbing from the exhausted daemon unit.

UNIT RULES

Daemon Swarms cannot be driven back by shooting and not roll for drive backs. A Daemon Swarm cannot be given a magic item.

Daemon Flyers can fly. Daemon flyers are an exception to the normal conventions for basing monsters in that they face the long edge of the stand in the same way as infantry rather than the short edge as most other monsters.

Greater Daemons can fly regardless of whether the actual model has wings – aerial propulsion is deemed feasible by sheer effort of will (don't try this at home...). Greater daemons cause terror in their enemies. A Greater Daemon that has accumulated 3-5 hits at the end of the Shooting or Combat phase is deemed to have been badly hurt. Once a Greater Daemon is badly hurt a cumulated hits are discounted and its Hits and Attacks values are halved for the rest of the battle (to 3 Hits and 4 Attacks).

Daemon Overlord. The Daemon Overlord is the army's General and has the option of having the powers of a wizard for an additional 25 points. If given magical powers the daemon Overlord can be given a magic item restricted to either a General or a Wizard. Note that the Daemon Overlord is still a General and has a command range of 100cm as for other Generals. A Daemon Overlord can fly regardless of the models appearance in the same way a Greater Daemon.

Daemon Lord. A Daemon Lord can be either a Hero or a Wizard but note that you can only have a maximum of 2 per 1000 points regardless of type. A Daemon Lord can fly regardless of the models appearance in the same way a Greater Daemon.

Favour of the Gods. A Daemon Overlord or Daemon Lord can be given the Favour of the Gods. The character gains an extra +1 Attack as shown and causes terror as described in the Warmaster rulebook.

SPELLS

SUMMON DAEMONS

4+ to cast

Range 60cm

With a sulphurous blast of elemental power fresh daemons emerge from the warp to reinforce their beleaguered kindred.

This spell can be cast on any friendly Daemon unit of three stands that has lost a single stand (i.e. that has two stands remaining). It does not matter whether the wizard can see the unit or not.

The unit regains the stand that has been removed as a casualty. The regained stand is placed in formation with the rest of the unit. If the unit is already in combat the additional stand can be placed so that it touches the enemy and will count as charging if the unit charged. If it is impossible to position the stand in formation with its unit then the spell cannot be cast and will not work.

DAEMONIC RAGE

5+ to cast
Range 30cm

A keening cry of pure power rises upon daemoniac lips as magical energy surges through their eldritch bodies.

This spell affects every friendly unit within range.

The spell lasts for the duration of the following Combat phase.

Every unit gains a bonus +1 attack. This attack can be allocated to any stand in the unit and can be allocated to a different stand in each combat round.

SORCEROUS BLAST

With a gesture of a blot of black lightning leaps from finger tip to foe, searing the enemy with a blast of dark power.

5+ to cast
Range 30cm

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Sorcerous Blast is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Sorcerous Blast as with ordinary shooting.

FRENZY OF CHAOS

Rumbling thunderous power surges through the daemoniac ranks driving all into a frenzied thirst for blood.

6+ to cast
Range 30cm

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Sorcerer does not have to be able to see the target to cast the spell.

The affect lasts for the duration of the following combat phase.

The unit can re-roll any failed Attacks in combat: take any dice that fail to score hits and roll them again. Note that you cannot re-roll a dice that has already been re-rolled either because of a spell, magic item, or any other reason.