



SLAVES TO DARKNESS

House rules for Daemon units by Tom Merrigan

"The sorcerers did not cease their chanting. The haze surrounding the army seemed to clot and congeal, drawing itself together into massive blocks of reddish light. Then these seemed to shrink and dwindle and at the same time concentrate. As they did so the outlines of humanoid figures began to appear. At first they were only vague, monstrous shapes, but as the long minutes went on, and the chanting of the wizards continued, they became solid, featureless figures of light, then took on shape and definition until thousands of obscenely-shaped figures were present."

– Excerpt from 'Beastslayer' by William King



INTRODUCTION

Daemons inhabit the shadowy Realm of Chaos where they draw succour from its endless sea of life – giving magical energy. They can only exist in the real world if magically sustained, and even then their existence is vulnerable. Close to the Chaos Gate in the far north the power of Chaos is at its strongest, and Daemons are able to take on material form and walk the earth. Only when Chaos is at its most potent are Daemons able to accompany Chaos armies as they march southwards to war.

There are many types of Daemons, from lesser and greater Daemons through to mighty Daemonic Beasts and Daemon Princes. They are a blasphemous offense to the order of the world, consisting of pure psychic energy drawn from lies, fear, desperation and rage. They are the only true

creatures of Chaos, born from its raw power and shaped by the whims of mad sorcerers who know not truly what they do. They are not physical mortal creatures in any sense: they are formed of psychic energy with such a ferocious will that they can sustain a physical form moulded of the raw stuff of Chaos. Capable of withstanding all kinds of damage and shrugging off the most horrifying wounds. They are truly monstrous to behold and only the bravest of warriors can stand before them with a steady blade and courage enough to use it.

I originally envisaged Daemons for my work in progress Daemon army list (don't worry you'll see it soon enough!) but for now here are some rules I knocked up so you can use these beautiful models with your Chaos armies (with your opponent's consent, of course!).

COMMON DAEMON RULES

The following rules apply to units of Daemons. Daemons may be included as part of a Chaos army using the following rules:

- A maximum of two Daemon units may be included per 1,000 pts.
- Daemon Princes may only be included in armies of 2,000 pts or more and there is a maximum of one allowed for every two Daemon units in the army.
- Daemon units do not count towards the Break value of the army but Victory points will be awarded if they are destroyed as normal.
- Daemon units are unaffected by the -1 Combat penalty for fighting terrifying troops. You can't frighten them at all!



Slaves to Darkness

Any Daemonic unit purchased must be summoned onto the battlefield. A unit can only be summoned if there is a combat within 30cm of a Sorcerer (the death and destruction helping to draw the Daemons to the battlefield). There is no need for the Sorcerer to be able to see the combat to summon the unit. Daemons are summoned during the Shooting phase. To summon a unit of Daemonic creatures, choose a Sorcerer and roll a D6 for one Daemonic unit of your choice. Only one attempt to summon is allowed per Sorcerer each turn and this negates their ability to cast a spell that turn. On a roll of a 4+ the unit is summoned and must be placed within 30cm

of the Sorcerer and into an existing combat engagement. The unit can be placed to the enemy's front, side or rear, or lapped around. If there is insufficient room, the unit must be placed so that it touches at least one of the friendly fighting units and can be placed so that it is supporting where opportunity permits. Daemonic units do not count as charging in the turn that they are summoned. The use of a *Dispel Magic* scroll will stop a unit of Daemonic creatures being summoned. The scroll may be played after the Chaos player has made a successful roll. Note: A *Dispel Scroll* used in this manner does not destroy the daemonic unit. It just stops them from being summoned that turn.



Slaves to Darkness

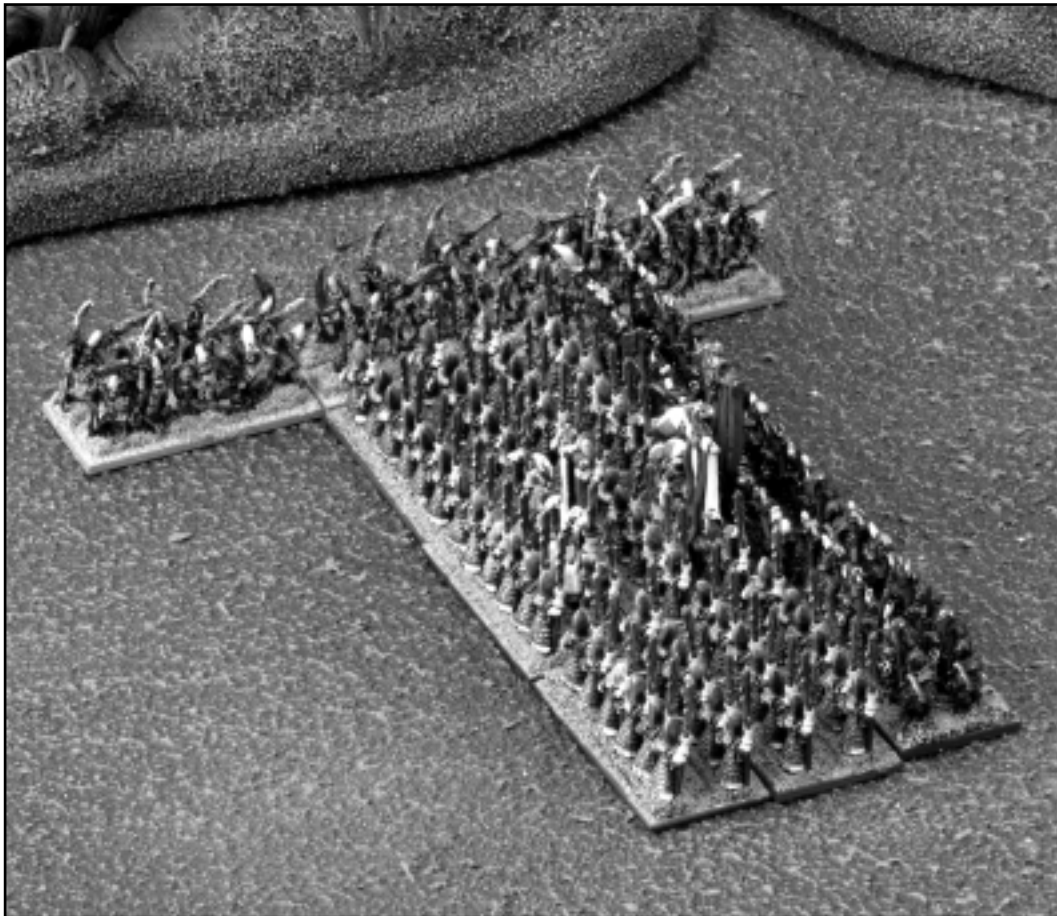
DAEMON ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points</i>	<i>Min/Max</i>	<i>Special</i>
<i>Lesser Daemons</i>	Infantry	4	3	5+	-	3	75	-/2	-
<i>Daemon Prince</i>	Monster	8	6	4+	-	3	300	-/1	*1

Special Rules

1. Daemon Princes can *Fly*, following the standard flying rules. Some Daemon Princes have huge wings, whilst others can teleport or move themselves over great distances through sheer force of will. Daemon Princes are terrible creatures to behold, and all but the bravest warrior would be paralysed to the spot if ever they

saw one. A Daemon Prince causes *Terror* in its enemies, as described in the Warmaster rulebook. If the Daemon Prince receives between 3 and 5 hits in any one turn it is considered to be badly hurt and is reduced to 4 attacks and 3 hits respectively for the remainder of the game.



A unit of Daemons summoned amidst the carnage of battle.

DESIGNER'S NOTES

Daemons for Warmaster, and not in the format that most of you would be expecting! No complete Daemon list, and no unique units of Bloodletters, Pink Horrors and the like. What has happened to my diverse and highly specialised fighting force I hear many of you ask. Well, I've decided to take a different approach and try something a bit radical. Warmaster is a game that lends itself rather nicely to simple and non-complex rules and mechanics, and to this end I have tried to make these rules as straight forward, easy to use and uncomplicated as possible. I have lumped that diverse array of Daemon units which is so commonplace in Warhammer and 40K under the heading of 'Lesser Daemons' because, at the end of the day, in Warmaster we are not truly concerned with the unique abilities of each type of Daemon, but rather their overall effectiveness on the battlefield. So how did the list develop? Well, I had been thinking about Daemon units for quite a while, most notably since I had read the Gotrex and Felix novel *Beastlayer* – when Rick Priestley mentioned that there were Daemon models already in production I felt I just had to put my ideas onto paper and start play testing. Drawing on background text from *Beastlayer* and the rules used in 40K, I took the idea of units of Daemons being summoned into battle and began to think of how I could make that format work in Warmaster. Summoning Daemons appealed to me for two reasons. Firstly, the Chaos army is already balanced enough as it is without adding anything new directly to the list. Secondly, I've always considered Daemon units as unstable entities that are almost expendable and summoned to fulfil a purpose before being sent back to the Realm of Chaos.

The rules themselves evolved directly from the Undead spell *Raise Dead*. It provided a perfect template to start from, and as it had already been exhaustively play tested I knew the general mechanics would work. Since Daemons are made of raw magical energy, summoning them at the same time as magic is cast also made pretty good sense.

Summoning them directly into combat would also balance out the possibility of not being able to summon them at all, should you be unfortunate enough to suffer from bad dice rolls and well timed *Dispel Scrolls*. In regards to the individual units, I have tried to make the Lesser Daemons tough but not too powerful, steering clear of the giant monsters that have become second nature in Warhammer, and instead opting for a 'Daemonic horde' approach where there are thousands of less powerful creatures. I'll save the bigger monstrosities of Greater Daemons and Demonic beasts for a possible future article. The Daemon Prince has been treated in the same light as the High Elf Dragon Riders and Lizardman Stegadon. I think players will agree that whilst the Daemon Prince is doubly hard, he is still vulnerable, which will encourage players to think carefully how they use him once he is in play. I would recommend to players not to send him charging into the enemy unsupported. In one particular game the Daemon Prince literally bounced off a unit of Goblin Wolf Riders, and was only saved from being totally destroyed by the fact that he can fly and the Goblin Wolf Riders could not pursue! And that, as they say is it. I've run out of space to waffle on any more, so let me conclude by saying this. These rules are experimental, and highly radical at that. So please send your thoughts, comments, criticism and any other feedback to the Fanatic Team. It all goes into the big 'melting pot of stuff' that sits in the Fanatic office and that Steve stirs with a big stick each day. Happy gaming!

