Daemons of Chaos

M² - Monsters and Magic

Point Build v6.0 | 15th April 2021 | Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?		Characteristics			VM	Hits	Save	VP	Pts
General	0	4	General on foot		×	-	-	-		**2**	**0**	**2 +**	2	40
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	Daemonic	-		**3**	**0**	**3 +**	2	95
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	Daemonic	-		**4**	**0**	**3 +**	2	145
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	Daemonic	-		**5**	**0**	**3 +**	2	195
Detached General or Mounted General or Senior General														+10
Major Hero	0	4										**+1**		0
Brilliant	0	1											+1	+40
Minor Heroes	2	4												+10
Camp	1	1 - Per Command											+1	+10

Monstrous Generals	Core	Min	Max	Unit type	Quality	Upgrade		Characteristics		Re-size	VM	Hits	Save	VP	Pts
Daemonic Prince		0	4	Monstrous Creature (II)	Regular		Daemonic	Fly	-		**2**	**3**	**6 +**	1	180
Plague Lord		0	1	Monstrous Creature (IV)	Regular		Daemonic	-	-		**3**	**4**	**4 +**	1	260
Slaughter Lord		0	1	Monstrous Creature (IV)	Veteran		Daemonic	Fly	-		**3**	**4**	**4 +**	1	300
Lord of Excess		0	1	Monstrous Creature (IV)	Regular		Daemonic	Fleet	Fanatic		**3**	**4**	**5 +**	1	265
Lord of Flux		0	1	Monstrous Creature (IV)	Regular		Daemonic	Fly	Anti-Magic Aura		**3**	**4**	**5 +**	1	360

A Plague Lord & Lord of Excess **can** either be a L1 or L2 Wizard. Lord of Flux **must** be a L3 Wizard. Monstrous Generals do not have the Daemonic General Characteristic, they do benefit from the Daemonic Army trait.

Unit name	Core	Min	Max	Unit type	Quality	Upgrade		Characteristics		Re-size	VM	Hits	Save	VP	Pts
Daemons of Plague	✓	1	12	Warriors, Deep	Veteran	-	Daemonic	-	-	-	**3**	**3**	**6 +**	3	140
Daemons of Slaughter	✓			Warriors	Veteran	2HCCW	Daemonic	Fanatic	-	-	**2**	**2**	**7 +**	2	100
Daemons of Excess	✓			Warriors	Regular	-	Daemonic	Fleet	-	-	**2**	**2**	**7 +**	2	75
Daemons of Flux	✓			Javelinmen	Regular	-	Daemonic	Magical Cohorts	-	-	**2**	**2**	**7 +**	2	90
Plaguelings	×	0	2	Mobs	Raw	-	Daemonic	Swarm	-	Extra deep	**2**	**3**	**9 +**	3	74
Fluxlings	×	0	2	Javelinmen	Raw	-	Daemonic	Magical Cohorts	-	-	**2**	**2**	**8 +**	2	70
Juggernauts of Slaughter	×	0	2	Knights - Lance	Veteran	-	Daemonic	Fanatic	-	-	**2**	**2**	**6 +**	2	140
Blood hounds	×	0	2	Cavalry, lance	Regular	-	Fleet	-	-	Small	**1**	**1**	**7 +**	1	50
Flux Fiends	×	0	2	Monstrous Creature (I)	Raw	-	Daemonic	Fleet	-	-	**2**	**2**	**6 +**	1	105
Flux Seekers	×	0	2	Cavalry, lance	Regular	-	Daemonic	Fleet	-	-	**2**	**2**	**7 +**	2	105
Plague Flies	×	0	2	Monstrous Creature (I)	Veteran	-	Daemonic	Fly	-	-	**2**	**2**	**5 +**	1	150
Flamers	×	0	3	Cavalry, bow	Veteran	-	Daemonic	Fly	Magical Cohorts	-	**2**	**2**	**8 +**	2	160
Screamers	×	0	2	Monstrous Creature (I)	Raw	-	Daemonic	Fly	Fleet	-	**2**	**2**	**7 +**	1	135
Spawn of Chaos	×	0	3	Warriors, Deep	Regular	-	Stupid	Regeneration	-	Extra deep	**4**	**4**	**7 +**	4	99

Army Trait		Pts
Spell Resistance	When any unit makes an armour save from a spell, they add 1 PIP to card drawn.	40
General Characteristics		
Daemonic	Wizards with the Daemonic characteristic do not add their level to a miscast result. For miscast results of 3 PIP or less, they are still destroyed, but put a Spawn of Chaos in the Wizard's box (if there is space). The Spawn of Chaos is in the same command . The Spawn of Chaos inherits any activation and effect tokens from the Wizard. If no Spawn of Chaos model is available, or the unit cannot fit in the box, the Wizard is simply destroyed.	
Army Characteristics		
Daemonic	At the start of the owning player's turn, before any activations are made, units with the Daemonic characteristic and with at least 1 disruption marker draw a card. Apply the following result - 1 Unit takes a disruption - daemons fade way back into the realm of chaos. 2-9 No effect 10 Daemonic energy pours from the chaos void to reinforce their brethren. Remove a disruption marker.	
Anti-Magic Aura	When an enemy wizard casts a spell within 3 boxes of troops with his characteristic, it can attempt to unbind the enemy magic. Draw a single card, if this card is higher than the total casting cost the spell is dispelled.	
Fleet	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
Fly	Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls.	
Stupid	Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult	
Regeneration	When a unit with this characteristic activates and draws a 1-PIP card, they may remove one of their disruption markers. The activation fails as normal. If the card is redrawn for any reason regeneration still takes place.	
Magical Cohorts	Troops with this characteristic count as having successfully cast the Sorcerous Blast spell when they shoot. Treat the casting result as if a 6 PIP card was drawn. This spell can be dispelled	
Fanatic	As per TtS! Rules	
Swarm	Troops with this characteristic deduct 1 from the Victory Point total. When a unit is destroyed Victory Medals lost are reduced by 2.	

Spells		
Sorcerous Blast	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
Daemonic Ritual	Target a friendly Daemonic unit or Daemonic Monstrous general within 2 boxes of the casting Wizard. When successfully cast remove a disruption marker.	7
Plague	Using line of sight, as if shooting, target a unit within 2 boxes of the casting Wizard. Each enemy unit in the box takes 1 hit. Saves can then be taken. Place a Plague token on one unit in the box. If the units moves then the Plague token is moved along with it. Each subsequent player turn all units in the box with the Plague token take one hit. Saves can be taken. If the save is successful then the Plague token is removed. If the save is failed the unit takes a disruption and the Plague token remains in play. If the unit with the Plague token is destroyed for any reason and there is another unit in the box the Plague token is transferred to that unit, otherwise it is removed.	8
Gaze of Fate	Pick a visible friendly unit within 3 boxes of the casting Deamonic Wizard. When successfully cast draw a card - 1 Add a Disruption Marker applied to the unit 2-3 Remove an Effect token from the unit. If you cannot do this apply, the previous lower result 4-6 A Disruption Marker is removed from the unit. If you cannot do this, apply the previous lower result 7-9 Deduct 3 from the activation card on the unit. If there is no activation card, apply the previous lower result 10 Replace the General with a Deamon Prince. If you have no model, treat the draw as a 1. If the General is already Monstrous, apply the previous lower result	8