

# CHAOS DAEMONS TO THE STRONGHOLD!

v5.4

## Army Trait

### Realm of Chaos

Armies of Chaos Daemons can follow a single God, or pledge their allegiance to any or all of the Chaotic pantheon. If they follow a single God then they get the additional army trait listed below.

Polytheist armies do not get a specific trait. Their benefit is the ability to mix troops from any of the Gods. They use the parenthesized core minimum in the army lists

### Blades of Khorne

When the first unit of the game is destroyed (friend or foe) the resulting VM lost are gifted to the Khorne player

### Garden of Nurgle

When the first unit of the game is destroyed (friend or foe) place a *Garden of Nurgle token* in the box.

*Garden of Nurgle token* - Those with the **Mark of Nurgle** receive Armour (-1) in, or adjacent to, the *Garden of Nurgle token*. The *Garden of Nurgle token* remains in place to the remainder of the game.

At the start of each subsequent Daemon player turn draw a card. If a 10-PIP card is drawn, place another *Garden of Nurgle token* in a box adjacent to a *Garden of Nurgle token*.

### Disciples of Tzeentch

After deployment, before the first turn starts, place a *Disciples of Tzeentch token* on each Tzeentch Wizard

*Disciples of Tzeentch token* - Armour (-1), against hits as a result of magic this is Armour (-2)

### Hedonites of Slaanesh

After deployment, before the first turn starts, each unit with **Mark of Slaanesh** may move one box directly forward.

## Daemonic

### Daemonic Instability

At the start of the Chaos Daemon 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.

### Daemonic Wizards

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 a Chaos Spawn of the same Mark is placed in the Wizard's box (if there is space).

The Chaos Spawn is in the same command. The Chaos Spawn inherits any activation and effect tokens from the Wizard. If no Chaos Spawn model is available, or the unit cannot fit in the box, the Wizard is simply destroyed.

## Army Characteristics

### Mark of Chaos

Each command in an army can only have a single Mark of Chaos. A command with any troops must have at least 1 unit of compulsory troops of the same mark. **Note** - Generals, Wizards and Monstrous Generals are not troops

### Mark of Khorne

Wizards cannot have the Mark of Khorne.

When attacking, draw one extra card. Discard one card. For each 1 PIP card drawn the Khorne unit takes disruption.

### Mark of Nurgle

When saving, draw an extra card. Discard one card. For each 1 PIP card drawn the Nurgle unit takes disruption.

### Mark of Tzeentch

When casting a spell, draw an extra card. Discard one card. For each 1 PIP card drawn the Tzeentch Wizard draws as if it had failed a save. If the Wizard is Monstrous it instead takes a disruption

Troops with Mark of Tzeentch and a missile capability do not expend ammunition when shooting

### Mark of Slaanesh

Slaanesh troops in melee never count as disrupted.

For each card you draw, in melee, that is a 1 then the Slaanesh unit takes disruption.

Wizards with a **Mark of Chaos** know the Common Daemonic Spells and the spells of the same **Mark of Chaos**

### Daemonic Incursion

As they appear from the Warp, Chaos Daemon armies do not require a camp. If all the troops in a command have the *Daemonic* characteristic, or are Chaos Spawn, they can choose to take 0 camps. If any **Mortal followers** are included then at least 1 camp *must* be taken. They can however choose to do so (as a Portal or some such) with the normal restrictions (up 1 per command)

### Mortal Followers

Troops marked as **Mortal followers** - have the **Mark of Chaos** for the purpose of command and effects, but do not get the associated benefit. In addition their loss does not concern their masters and when a **Mortal follower** is destroyed they lose 1 fewer VMs.

## Common Daemonic Spells

### DAEMONIC RITUAL

Cast 7+

Target a friendly *Daemonic* unit or Monstrous general within 2 boxes of the casting Wizard. When successfully cast remove a disruption marker.

### SORCEROUS BLAST

Cast 6+

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.

## Mark of Nurgle Spells

### FLESHY ABUNDANCE

Cast 6+

Target a Nurgle *Daemonic* unit or Monstrous General, within 2 boxes of the casting Wizard. When successfully cast place a *Fleshy Abundance token* on the target

*Fleshy Abundance token* - Armour (-1). This effect remains in play until the unit fails a save.

A unit may only have one *Fleshy Abundance token* upon it at any time.

### PLAGUE WIND

Cast 7+

Pick a box unit adjacent to the casting Wizard. When successfully cast place a *Plague Wind token*. *The Plague Wind token* must have a facing, and faces away from the Nurgle player base edge.

*Plague Wind token* - Armour (+1). Troops with the Mark of Nurgle are unaffected by this token.

At the start of each player turn the *Plague Wind token* moves by Deviation. This effect remains in play until dispelled.

The *Plague Wind token* can be dispelled after the first turn by exceeding its base casting value.

## Mark of Slaanesh Spells

### DREADFUL VISAGE

Cast 5+

Target a Slaanesh *Daemonic* unit or Monstrous General, within 2 boxes of the casting Wizard. When successfully cast place a *Dreadful Visage token* on the target

*Dreadful Visage token* - Target unit has *Terror*

### ACQUIESCENCE

Cast 6+

When successfully cast place a *Acquiescence token* in, or adjacent to, the casting Wizard's box.

*Acquiescence token* - Effects all troops in, and adjacent, to the box containing the token with the following -

- Troops with the Mark of Slaanesh are *Fearless*
- Troops with the Mark of Khorne lose the Mark of Khorne
- Other Troops are *Stupid*

## Mark of Tzeentch Spells

### FLICKERING FLAMES

Cast 5+

Using line of sight, as if shooting, target a unit within 2 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. In addition place a *Flickering Flames token* on the Wizard.

*Flickering Flames token* - Armour (-1)

### GAZE OF FATE

Cast 8+

Pick a visible friendly unit within 3 boxes of the casting 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 of the same Mark. If you have no model, treat the draw as a 1.  
If the General is already Monstrous, apply the previous lower result

## Mark of Khorne

### MAGICAL RESISTANCE

Troops with Mark of Khorne cannot cast any spell, they can however attempt to dispell any spell that targets them as if they were a Level 1 Wizard.

# CHAOS DAEMONS



# Blades of Khorne

Realm of Chaos

Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points
General	1	5	General on foot	Daemonic	2	2 +	2	55
			Monstrous general	Daemonic	1		2	45
Detached General or Mounted General or Senior General								+10
Major Hero	0	5				+ 1		+10
Brilliant	0	1					+1	+40
Minor Heroes	0	4						+10

Monstrous Generals (Generals cost above must also be added)			Unit type	Quality	Upgrade	Characteristics	Resize	VMs	Hits	Save	VP	Points
Bloodthirster	0	1	Monstrous Creature (IV)			Mark of Khorne Fly		3	4	5 +	1	290
Daemon Prince	0	5	Monstrous Creature (I)	Veteran		Mark of Khorne Fly		2	2	5 +	1	155

## Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Resize	VMs	Hits	Save	VP	Points
Bloodletters	●	4(1)	12	Warriors		2HCCW	Mark of Khorne Daemonic		2	2	7 +	2	90
Bloodcrushers		0	3	Knights - Lance	Veteran		Mark of Khorne Daemonic		2	2	5 +	2	150
Flesh Hounds	●	0	4	Cavalry, javelin	Veteran		Mark of Khorne Daemonic	Small	1	1	6 +	1	75
Skull Cannon		0	2	War wagon - Artillery (Cannon)			Mark of Khorne Daemonic	Black Powder	3	3	7 +	3	160
Khorne's Bloodthrone		0	2	Heavy chariots, javelin			Mark of Khorne Daemonic		2	2	6 +	2	130
Khorngors	●	0	6	Warriors			Mark of Khorne Mortal Followers		1	2	7 +	2	65
				Warriors, Deep			Mark of Khorne Mortal Followers		2	3	7 +	3	105
Chaos Spawn		0	3	Monstrous Creature (I)	Raw		Mark of Khorne Stupid	Regeneration	2	2	6 +	1	95

# CHAOS DAEMONS



# Garden of Nurgle

Realm of Chaos

Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points
General	1	5	General on foot	Daemonic	2	2 +	2	55
			Monstrous general	Daemonic	1		2	45
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	105
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	155
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	205
Detached General or Mounted General or Senior General								+10
Major Hero	0	5				+ 1		+10
Brilliant	0	1					+1	+40
Minor Heroes	0	4						+10

Monstrous Generals *Generals /Wizards cost must be added	Unit type	Quality	Upgrade	Characteristics	Resize	VMs	Hits	Save	VP	Points
Great Unclean One * Wizard : Level 2	0	1		Monstrous Creature (IV) Mark of Nurgle		3	4	4 +	1	260
Daemon Prince * Wizard : Level 1	0	5		Monstrous Creature (I) Veteran Mark of Nurgle		2	2	5 +	1	155

## Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Resize	VMs	Hits	Save	VP	Points
Plague Bearers	●	4(1)	12	Warriors			Mark of Nurgle Daemonic		2	2	7 +	2	80
Nurglings		0	6	Mobs	Raw		Mark of Nurgle Daemonic Swarm		1	3	9 +	2	80
Blight Kings		0	2	Auxiliaries	Veteran	2HCCW	Mark of Nurgle Daemonic		2	2	5 +	2	130
Beasts of Nurgle		0	3	Knights - Lance , Deep			Mark of Nurgle Daemonic		3	3	6 +	3	185
Plague Drones		0	2	Cavalry, javelin	Veteran		Mark of Nurgle Daemonic Fly		2	2	7 +	2	160
Plaguegors	●	0	6	Warriors			Mark of Nurgle Mortal Followers		1	2	7 +	2	65
				Warriors, Deep			Mark of Nurgle Mortal Followers		2	3	7 +	3	105
Chaos Spawn		0	3	Monstrous Creature (I)	Raw		Mark of Nurgle Stupid Regeneration		2	2	6 +	1	95

# CHAOS DAEMONS

## Hedonites of Slaanesh

Realm of Chaos

Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points
General	1	5	General on foot	Daemonic	2	2 +	2	55
			Monstrous general	Daemonic	1		2	45
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	105
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	155
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	205
Detached General or Mounted General or Senior General								+10
Major Hero	0	5				+ 1		+10
Brilliant	0	1					+1	+40
Minor Heroes	0	4						+10

Monstrous Generals *Generals /Wizards cost must be added	Unit type	Quality	Upgrade	Characteristics	VMs	Hits	Save	VP	Points			
Keeper of Secrets * Wizard : Level 2	0	1	Monstrous Creature (IV)	Mark of Slaanesh	Fly	Fleet	3	4	5 +	1	295	
Daemon Prince * Wizard : Level 1	0	4	Monstrous Creature (I)	Veteran	Mark of Slaanesh	Fly	Fearless	2	2	5 +	1	155

### Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	VMs	Hits	Save	VP	Points	
Daemonettes	●	4(1)	12	Warriors		Mark of Slaanesh	Daemonic	Fleet	2	2	7 +	2	85
Fiends of Slaanesh		0	3	Monstrous Creature (I)	Raw	Mark of Slaanesh	Daemonic	Fleet	2	2	6 +	1	115
Seekers of Slaanesh		0	4	Cavalry, lance		Mark of Slaanesh	Daemonic	Fleet	2	2	7 +	2	115
Seeker Chariot		0	2	Heavy chariots, javelin		Mark of Slaanesh	Daemonic		2	2	6 +	2	130
Slaangors	●	0	6	Warriors		Mark of Slaanesh	Mortal Followers		1	2	7 +	2	65
				Warriors, Deep		Mark of Slaanesh	Mortal Followers		2	3	7 +	3	105
Chaos Spawn		0	3	Monstrous Creature (I)	Raw	Mark of Slaanesh	Stupid	Regeneration	2	2	6 +	1	95

# CHAOS DAEMONS

## Disciples of Tzeentch

Realm of Chaos

Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points						
General	1	5	General on foot	Daemonic	2	2 +	2	55						
			Monstrous general	Daemonic	1		2	45						
Wizard Level 1	0	3	General on foot	Wizard : Level 1	Daemonic	Mark of Tzeentch	3	3 + 2	135					
Wizard Level 2	0	3	General on foot	Wizard : Level 2	Daemonic	Mark of Tzeentch	4	3 + 2	185					
Wizard Level 3	0	1	General on foot	Wizard : Level 3	Daemonic	Mark of Tzeentch	5	3 + 2	235					
Detached General or Mounted General or Senior General								+10						
Major Hero	0	5					+ 1	+10						
Brilliant	0	1					+1	+40						
Minor Heroes	0	4						+10						
Monstrous Generals *Generals /Wizards cost must be added			Unit type	Quality	Upgrad	Characteristics	Resize	VMs	Hits	Save	VP	Points		
Lord of Change * Wizard : Level 3	0	1	Monstrous Creature (IV)			Mark of Tzeentch	Fly	3	4	5 +	1	290		
Daemon Prince * Wizard : Level 1	0	5	Monstrous Creature (I)	Veteran		Mark of Tzeentch	Fly	Fearless	2	2	5 +	1	155	
Troops														
Unit name	Core	Min	Max	Unit type	Quality	Upgrad	Characteristics	Resize	VMs	Hits	Save	VP	Points	
Pink Horrors			12	Javelinmen			Mark of Tzeentch	Daemonic	2	2	7 +	2	90	
Blue Horrors	●	4(1)	6	Warriors	Raw		Mark of Tzeentch	Daemonic	2	2	8 +	2	60	
Brimstone Horrors			6	Mobs	Raw		Mark of Tzeentch	Daemonic	Swarm	1	3	9 +	2	80
Tzaangors	●	0	6	Warriors			Mark of Tzeentch	Mortal Followers		1	2	7 +	2	65
				Warriors, Deep			Mark of Tzeentch	Mortal Followers		2	3	7 +	3	105
Tzaangor Enlightened		0	3	Cavalry, bow	Veteran		Mark of Tzeentch	Mortal Followers	Fly	1	2	8 +	2	145
Flamers of Tzeentch		0	3	Cavalry, bow	Veteran		Mark of Tzeentch	Daemonic		2	2	7 +	2	130
Screamers of Tzeentch		0	2	Monstrous Creature (I)	Raw		Mark of Tzeentch	Daemonic	Fly	2	2	7 +	1	140
Chaos Spawn		0	3	Monstrous Creature (I)	Raw		Mark of Tzeentch	Stupid	Regeneration	2	2	6 +	1	95
Deamon Prince		*		Monstrous Creature (I)	Veteran		Mark of Tzeentch	Daemonic	Fly	2	2	5 +	1	n/a