



# DAEMON WORLD CHAOS ARMY LIST v1.3

By Kevin "Chroma" Petker



A Daemon World Chaos Army has a Strategy Rating of 2. All Daemon World Chaos Army formations have an Initiative rating of 3+. The "Factions" and "Instability" rules applies to all Daemon World Chaos Army formations. All other Chaos rules apply normally.

## DAEMON WORLD SPECIAL

FORMATION	CORE UNITS	COST
<b>0-1 Warp Rift</b>	One Warp Rift (replace one objective on the Daemon World side of the table with a Warp Rift). The Warp Rift functions both as a Chaos Gate and as an objective for rules purposes. It may not be attacked or destroyed. <i>Important Note: Warp Rifts are one of the smallest types of Chaos Gate, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have walker ability; formations that include any other type of unit may not use a Warp Gate to enter play.</i>	75 points
<b>1 Great Abomination</b>	One Chaos Marine Aspiring Champion, Daemon Prince, Demagogue, or Greater Daemon in the army gains the <i>Supreme Commander</i> ability for free. This upgrade may not be applied to Greater Daemons purchased for the Daemon Pool.	Free
<b>0-2 Plague Zombie Infestations</b>	3D6 Plague Zombie units.	175 points

## DAEMON WORLD HORDES

FORMATION	CORE UNITS	COST
<b>Daemonic Horde</b>	Eight Lesser Daemon units. (Must be of same Faction and/or Undivided as desired)	250 points
<b>Mutant Horde</b>	One Demagogue or Chaos Marine Aspiring Champion and eleven Mutant units.	200 points
<b>0-1 Greater Daemon</b> (You may include one Greater Daemon per Daemonic Horde in the army, with a maximum of one per Faction represented)	One Greater Daemon unit	250 points

## HORDE UPGRADES

(Each Horde, including Greater Daemon formations, may take any number of upgrades. Each upgrade may only be selected once per Horde.)

UPGRADE	UNITS	COST
<b>Daemon Prince</b>	Replace a Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince. One Daemon Prince may be included in the army for each Chaos Faction present in the army.	+ 50 points
<b>Icon Bearer</b>	One Icon Bearer character upgrade.	+ 50 points
<b>Mutants</b>	Add up to eight Mutants units to the horde.	+ 15 points each
<b>Big Mutants</b>	Replace one to six Mutant units with an equal number of Big Mutant units.	+ 20 points each
<b>Chaos Spawn</b>	Add one to three Chaos Spawn units to the horde.	+ 25 points each
<b>Chaos Hounds</b>	Add one to three Chaos Hounds to the horde.	+ 10 points each
<b>Chaos Altar</b>	Add one Chaos Altar to the horde.	+ 150 points
<b>Furies</b>	Add one to three Furies units to the horde	+ 25 points each
<b>Additional Daemons</b>	Add one to six Lesser Daemons to the horde (must be same Faction or Undivided)	+ 25 points each

## DAEMON WORLD SUPPORT PACKS

(You may take select one Daemon World Support Pack per Daemon World Horde selection in the army from the following: *Daemon Engines* or *Followers of Chaos*).

### DAEMON ENGINES

FORMATION	UNITS	COST
<b>Khorne: Lord of Battles</b>	1 to 2 Lords of Battles.	400 points each
<b>Khorne: Daemon Assault Engines</b>	4 Demonic Assault Engines	300 points
<b>Nurgle: Plague Tower</b>	1 to 3 Plague Towers.	325 points each
<b>Nurgle: Contagion Towers</b>	4 Contagion Towers.	325 points
<b>Slaanesh: Daemon Scout Titans</b>	1 to 2 Daemon Scout Titans: Questor Subjugator	275 points each 225 points each
<b>Slaanesh: Daemon Knights</b>	4 Daemon Knights	275 points
<b>Tzeentch: Firelord</b>	1 to 3 Firelords.	150 points each
<b>Tzeentch: Doomwings</b>	3 Doomwings.	150 points
<b>Tzeentch: Silver Towers</b>	4 Silver Towers	325 points
<b>Undivided: Hellfire Cannons</b>	4 Hellfire Cannons	200 points

### FOLLOWERS OF CHAOS

FORMATION	UNITS	COST
<b>Khorne: Juggernaut Pack</b>	4-8 Juggernauts	50 points each
<b>Nurgle: Beasts of Nurgle Pack</b>	4-6 Beasts of Nurgle	50 points each
<b>Slaanesh: Mounted Daemonettes Pack</b>	6-9 Daemonettes on Riding Beasts	25 points each
<b>Tzeentch: Screamer Pack</b>	6-9 Screamers	25 points each
<b>Undivided: Spawn Pack</b>	4-6 Chaos Spawn	25 points each
<b>Chaos Renegades Pack</b>	8 Chaos Space Marines (May be mounted in 4 Chaos Marine Rhinos for +75 points)	225 points
<b>Cultist Mob</b>	12 Cultist units	150 points

### Special Rule - Instability

The power of the Warp is fickle and unpredictable, even for those born of its seething currents. Any Daemon World formation that fails an initiative test, for any reason, immediately loses 1D3 Lesser Daemons. These losses do not cause any Blast markers, though the formation may break if this causes them to have more Blast markers than units. Formations without Lesser Daemons are still subject to this rule though, in practice, it has no effect on them.

### Special Rule - Chaos Gate

Chaos Gates are breaches in the walls of reality that allow the forces of Chaos direct access from their foul realms. A Chaos Gate included in the army allows the Chaos player to pick up to three other formations, and keep them within the Warp instead of deploying them normally. Any formations that are kept within the Warp may enter play via the Chaos Gate, by taking an action that allows them to make a move, and then measuring their first move from the position that a Chaos Gate occupies on the tabletop. No more than one formation may travel through a Chaos Gate each turn.