

BE'LAKOR, THE DARK MASTER

Be'lakor uses up a Lord slot and a Hero slot, and may only be fielded in a Daemonic Legions army list. He will always be the Army General.

	M	WS	BS	S	T	W	I	A	Ld
Dark Master	6	9	0	5	5	5	9	5	10

Points: 650

SPECIAL RULES

Mark of Chaos Undivided: Be'lakor counts as having the Mark of Chaos Undivided.

Whispers in the Darkness: All enemies suffer -1 on all attempts to rally. Enemies within 6" of Be'lakor suffer -1 to any Leadership-based tests they take (so an enemy within 6" of Be'lakor suffers -2 to rally!).

Night Wards: Any spells directed at Be'lakor will be Miscast on the roll of any double (if a spell is cast at him with Irresistible Force, it will be cast with Irresistible Force, then the wizard will suffer an immediate Miscast).

Eternal Terror: Be'lakor causes *terror* as described on page 81 of the Warhammer rulebook. However, so terrifying is he that a unit must take a Terror test every time they are charged or wish to charge Be'lakor, or if he is within 6" of them at the start of their turn, even if they have already passed a Terror test earlier in the game.

Shadow-shroud: All enemy shooting aimed at Be'lakor, or any unit in his army, suffer -1 to hit.

Insurmountable Rage: At the start of each turn, Be'lakor must take a Leadership test – if this is failed, then he must charge an enemy if there is one in range that he can see. If there are no valid enemies for him to charge, he must move towards the closest enemy model, stopping 1" away from them if his movement would take him further.

Be'lakor may re-roll all his failed rolls to hit, but must always pursue fleeing enemies that he breaks in combat.

Daemonic: Be'lakor follows the Daemonic rules on page 29 of the Hordes of Chaos Armies book.

Large Target: As he is an enormous creature that towers over the battlefield, Be'lakor counts as a large target.

Fly: Be'lakor is gifted with immense wings, allowing him to fly.

MASTER OF THE SHADOWS

Be'lakor is a Level 4 Wizard. He knows the following spells:

Bolt of Dark Light **Cast on 7+**
The Bolt is a *magic missile* with a range of up to 18". If successfully cast, it hits its target and causes D6 Strength 5 hits.

Nightmare **Cast on 7+**
This spell can be cast on an enemy unit visible to and within 24" of Be'lakor, and which is not engaged in close combat. If successfully cast, the unit immediately takes a Panic test. Units Immune to Panic are immune to the effect of this spell.

Curse of the Dark Master **Cast on 8+**
Remains in play

This can be cast on an enemy unit anywhere on the battlefield, even if engaged in close combat. If successfully cast, all models in the unit suffer a penalty of -1 to all their rolls to hit (both shooting and close combat attacks).

Once cast, it remains in play until dispelled, or until Be'lakor chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

Fog of Death. **Cast on 10+**
Each enemy unit on the table suffers D6 Strength 3 hits, randomise as per missile hits.

Be'lakor has only a limited control over the nightmarish creatures he has summoned, so the casting player must roll a dice for each of his own units (excluding Be'lakor himself or the unit he is with). On a 1-3 nothing happens, on a 4-6 the unit is affected by the spell exactly like an enemy unit.

Coils of the Serpent. **Cast on 12+**
This can be cast on a single unengaged enemy model within 12" of the caster (you can even pick a character inside a unit, a war machine crew, or choose to hit the character or monster/chariot he is riding, etc).

The victim must immediately take a Toughness test. If failed, the model is crushed to death (remember a roll of 6 is always a failure and models without a Toughness value fail only on a 6). No Armour saves or Ward saves are allowed.

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DAEMONIC LEGION ARMY LIST

This list allows players to field armies made exclusively of Daemons, using existing models and a combination of conversions and classic models from the Citadel range. To compensate for the loss of the flexibility and choice offered by a normal list taken from the Hordes of Chaos or Beast of Chaos books, a few of the rules for Daemons have been changed. Their Instability and Daemonic Aura are considerably better than in a mixed Chaos army, and so is their access to Daemonic Gifts.

This list is designed to be used with the Hordes of Chaos book, and the rules for Choosing Characters and Troops on page 54-55 of the Hordes of Chaos book still apply to Daemonic Legions.

Profiles are provided here for new troop types/characters, but when an entry includes only the name of a troop type and not its profile, players must refer to the relevant entry in the Hordes of Chaos book.

All the special rules in this list are assumed to work exactly as described in the Hordes of Chaos book.

DAEMONIC SPECIAL RULES

The following rules for Daemonic creatures work in a slightly different manner in a Daemonic Legion as opposed to a normal Hordes of Chaos mixed Chaos army. These improved rules represent the increased strength the Daemons get from the Realm of Chaos expanding southwards.

Instability and Break Tests: The rules stay the same, but all Daemons get a +1 to their Leadership value. This means that Greater Daemons and Daemon Princes are Leadership 10, Chaos Furies are Leadership 7, and all other Daemons are Leadership 9 (already taken into account in the profiles given in the following list for the new units).

Daemonic Aura: The Aura save is increased to a normal 5+ Ward save.

DAEMONIC GIFTS

Some Daemon characters may be given Daemonic Gifts, as indicated in their army list entry.

Each Gift may only be chosen once per Daemon, but in a Daemonic Legion army list different Daemons in the same army can have the same Gifts. The effect of multiples of the same gift are not cumulative (eg, units within 6" of two or more Daemons with Radiance of Dark Glory would still deduct only one wound from those they must suffer from a failed Instability test).

A Daemon cannot take god-specific Gifts (eg, those which are for Khorne Daemons only) unless it has been given the Mark of Chaos for that god. Note that Gifts are not magic items per se and are therefore not affected by spells or any other attack that damages or neutralises magic items (the *Law of Gold* spell, etc.).

Note that because of the changes in the Daemonic Aura rules, the effect of the Diabolic Splendour Gift is changed: it now confers a +1 to the character's Ward save (making it 4+). Note that this applies only to the character itself and not the unit he joins. The points cost of the Gift stays the same.

UNHOLY ICONS

In a Daemonic Legion, one unit Standard Bearer can be given an Unholy Icon for the cost of +50 pts. This is effectively a Daemonic Gift that confers to the unit the same effect of Diabolic Splendour, giving +1 to the Ward save of all the members of the unit, making it 4+ (does not apply to characters joining the unit).

THE GREATER ICON OF CHAOS

The Greater Icon of Chaos is the Daemonic equivalent of an army battle standard. It counts as a banner and it also allows Daemons within 12" to re-roll the dice rolled for their Instability tests if the controlling player wishes. If the player decides to re-roll the Instability test, he must go with the second result, even if it's worse than the original one, as is normal with re-rolls.

The model carrying the Greater Icon of Chaos can also be given a magic banner: either the banners in the Hordes of Chaos List, a War Banner from the Common Magic Items list or the Flesh Banner from the Beasts of Chaos book. Note that each banner's limitation still applies (for example, the bearer needs the Mark of Khorne to carry the Banner of Rage).

The Banner of the Gods (Hordes of Chaos, page 53) has a different effect when carried by a Daemonic Herald: the bearer and all friendly units within 6" are under the effect of the rules for *batred* against all enemies, even though otherwise Immune to Psychology.

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The following troops count as characters, Core, Special or Rare units in a Daemonic Legions army list:

LORDS

Daemon Princes
(1 Lord + 1 Hero choice)
Greater Daemons
(1 Lord + 1 Hero choice)

HEROES

Exalted Daemons
(2 Hero choices)
Daemonic Heralds
(1 Hero choice – new unit)

CORE UNITS

Bloodletters (*True Core Unit*)
Daemonettes (*True Core Unit*)
Plaguebearers (*True Core Unit*)
Horrors (*True Core Unit, cannot be accompanied by Flamers*)
Flesh Hounds
Nurglings
Screamers
Flamers (*new unit*)
Mounted Daemonettes (*new unit*)
0-1+ Chaos Furies *

SPECIAL UNITS

Pleasureseekers (*new unit*)
Changebringers (*new unit*)
Plagueriders (*new unit*)
Bloodcrushers (*new unit*)

RARE UNITS

Chariot of Khorne (*new unit*)
Chariot of Nurgle (*new unit*)
Chariot of Slaanesh (*new unit*)
Chariot of Tzeentch (*new unit*)

True Core Units

Units of Bloodletters, Daemonettes, Horrors, and Plaguebearers are True Core Units.

Each unit of these you include in your army allows you to field one other (non-True) Core Unit, one Special unit and one Rare unit of the same Greater Power.

For example, a unit of Plaguebearers allows you to field a unit of Nurglings, one of Plagueriders and one Chariot of Nurgle.

Two units of Plaguebearers allow you to field up to two units of Nurglings, up to two units of Plagueriders and up to two Chariots of Nurgle.

Chaos Furies*

Chaos Furies are 0-1 per character with the Mark of Chaos Undivided in your army. So, if you have two characters with the Mark of Chaos Undivided, Furies would be 0-2 and so on.

HEROES

DAEMONIC HERALD Points/model: 120

A Daemonic Herald cannot be the army General. If on foot the model must be mounted on a 25mm square base.

	M	WS	BS	S	T	W	I	A	Ld
Daemonic Herald	6	6	0	5	4	2	6	3	9

Mark of Chaos: Chaos Undivided.

Armour save: 6+ if given the Mark of Khorne.

Options:

- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the same price and with the same effects indicated for Exalted Daemons (see page 47 of the Hordes of Chaos Armies book.).
- May choose up to 25 points worth of Daemonic Gifts.
- One Herald in the army may be given the Greater Icon of Chaos for +25 points. This can be upgraded to a magic banner, as explained on page 27.
- May ride a Daemonic Mount (+50 pts). Alternatively, a character with a Mark of Chaos may ride the Daemonic Mount of his god: Juggernaut of Khorne (+55 pts), Steed of Slaanesh (+40 pts), Daemon-beast of Nurgle (+50 pts) or Disc of Tzeentch (+45 pts).
- May ride in a Daemonic Chariot chosen as normal from the Rare units section of the army list, displacing one of the crew.

SPECIAL RULE

Daemonic: See page 27.

CORE UNITS

Bloodletters, Daemonettes, Plaguebearers and Horrors are True Core Units in Daemonic Legions. The following options apply to them:

Options:

- Upgrade one Daemon to a Musician for +7 pts.
- Upgrade one Daemon to a Standard Bearer for +14 pts.
- Bloodletters, Daemonettes and Plaguebearers units may upgrade one Daemon to a Champion (+1 Attack) for +14 pts.
- The Champion of a unit of Horrors of Tzeentch costs +49 pts rather than +14 pts. This Champion has the same profile as a normal Horror, but is a Level 1 Wizard who uses the Lore of Tzeentch. If he Miscasts and rolls on the Miscast chart, treat results of 3 as 2 instead.

MOUNTED DAEMONETTES. . . Points/model: 30

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	5	4	0	4	3	1	5	2	9
Mount	10	3	0	3	3	1	5	1	9

Unit Size: 5+

SPECIAL RULES

Daemonic: See page 27.

Aura of Slaanesh: See page 35 of Hordes of Chaos.

Tongue Attack: Attacks from the Mount count as Poisoned Attacks. In addition, the Mount always strikes first in close combat, even against a charging enemy.

If an opponent has the same ability, resolve the strikes in Initiative order – if these are the same, roll a D6 to see who strikes first. Note that this ability only applies to the Mount, not to the Daemonette rider.

Swift Steed: Mounted Daemonettes count as Fast Cavalry.

FLAMER UNITS. Points/model: 25

In a Daemonic Legion, Flamers are formed into skirmishing units.

	M	WS	BS	S	T	W	I	A	Ld
Flamer	6	2	4	4	4	1	4	2	9

Unit Size: 5-20

SPECIAL RULES

Daemonic: See page 27.

Skirmishers: See page 115 of the Warhammer rulebook.

Flamers of Tzeentch: See page 40 of Hordes of Chaos.

DAEMONIC MOUNTS

All Daemonic Mounts (including Juggernauts of Khorne, Discs of Tzeentch, Steeds of Slaanesh and Daemon-beasts of Nurgle) follow the Daemonic special rule at all times.

If a Daemonic Mount and its rider suffers wounds caused by failed Instability, the wounds may be distributed between the Mount and its rider. Of course, if the Instability roll is higher than the rider's Leadership, both he and the Mount are immediately destroyed.

The Daemon-beast of Nurgle is a new mount, and its statistics are detailed below.

Daemon-beast of Nurgle

	M	WS	BS	S	T	W	I	A	Ld
Daemon-beast	6	3	0	4	5	3	2	D6+1	9

SPECIAL RULES

Daemonic: See page 27.

Special Attacks: Daemon-beasts have a random number of Attacks. This is rolled at the start of every Close Combat phase. Roll to hit and to wound as normal.

Poisoned Attacks: See page 114 of the Warhammer rulebook.

SPECIAL UNITS

CHANGEBRINGER Points/model: 70

Changebringers are Flamers mounted on Discs of Tzeentch. The model must be mounted on a 50mm square base.

	M	WS	BS	S	T	W	I	A	Ld
Changebringer	1	3	4	4	5	3	4	3	9

Unit Size: 3-9

SPECIAL RULES

Daemonic: See page 27.

Flames of Tzeentch: See page 40 of Hordes of Chaos.

Floats: Floats 15". See page 38 of Hordes of Chaos.

Flying Cavalry: Changebringers are flying cavalry. They follow the rules for Units of Flyers on page 106 of the Warhammer rulebook, with the following exception: flying cavalry have a Unit Strength of 2, they get +1 Armour save for being mounted, and are affected by spells, etc, that affect cavalry.

PLAGUERIDERS Points/model: 80

Plagueriders are Plaguebearers mounted on Daemon-beasts of Nurgle. The model must be mounted on a 50mm square base.

	M	WS	BS	S	T	W	I	A	Ld
Plaguerider	6	4	0	4	5	3	3	D6+2	9

Unit Size: 3-7

SPECIAL RULES

Daemonic: See page 27.

Unit Strength: 3

Cloud of Flies: See page 37 of Hordes of Chaos.

Special Attacks: Daemon-beasts have a random number of Attacks. This is rolled at the start of every Close Combat phase. Roll to hit and to wound as normal.

Poisoned Attacks: See page 114 of the Warhammer rulebook.

PLEASURESEEKERS Points/model: 55

Pleasureseekers are Daemonettes mounted on Steeds of Slaanesh. The model must be mounted on a 50mm square base.

	M	WS	BS	S	T	W	I	A	Ld
Pleasureseeker	10	4	0	4	4	3	5	4	9

Unit Size: 3-6

SPECIAL RULES

Daemonic: See page 27.

Unit Strength: 3

Aura of Slaanesh: See page 35 of Hordes of Chaos.

BLOODCRUSHERS Points/model: 80

Bloodcrushers are Bloodletters mounted on Juggernauts of Khorne. The model must be mounted on a 50mm square base.

	M	WS	BS	S	T	W	I	A	Ld
Bloodcrusher	7	5	0	5	5	3	3	3	9

Armour save: 5+

Unit Size: 3-8

SPECIAL RULES

Daemonic: See page 27.

Unit Strength: 3

Frenzy: See page 84 of the Warhammer rulebook.

Magic Resistance (1): See p.114 of the Warhammer rulebook.

RARE UNITS

Any Daemonic Chariot can carry a Daemonic Herald, who replaces one crewman automatically. The replaced crewman is lost and his value is not refunded.

CHARIOT OF SLAANESH . . . Points/model: 130

Chariots of Slaanesh are mounted on a 50mm x 100mm base.

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Daemonette	-	4	-	4	-	-	5	2	9
Mount	10	3	-	3	-	-	5	1	-

Unit Size: 1

Crew: Two Daemonettes. The chariot has scythed wheels.

Drawn by: Two Mounts.

Armour save: 5+

SPECIAL RULES

Daemonic; Chariot; Unit Strength 4.

Aura of Slaanesh: See page 35 of Hordes of Chaos.

Mounts of Slaanesh: The Mounts have the Tongue Attack special rule (see the Mounted Daemonette entry on page 25).

CHARIOT OF TZEENTCH . . . Points/model: 140

Chariots of Tzeentch are mounted on a 50mm x 100mm base.

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	4	4	4	-	-	-
Flamer	-	2	4	4	-	-	4	2	9
Screamer	1	3	-	4	-	-	4	2	-

Unit Size: 1

Crew: Two Flamers.

Drawn by: Two Screamers.

Armour save: 5+

SPECIAL RULES

Daemonic; Chariot; Unit Strength 3.

Flames of Tzeentch: See page 40 of Hordes of Chaos.

Flying Chariot: The Chariot follows the rules for flyers on page 106 of the Warhammer rulebook.

CHARIOT OF NURGLE . . . Points/model: 150

Chariots of Nurgle are mounted on a 50mm x 100mm base (or a 100 x 100 if pulled by two Daemon-beasts).

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	5	-	-	-
Plaguebearer	-	4	-	4	-	-	4	1	9
Daemon-beast	6	3	-	4	-	-	2	D6+1	-

Unit Size: 1

Crew: Two Plaguebearers.

Drawn by: One Daemon-beast of Nurgle. One additional Daemon-beast may be added at the cost of +30 pts.

Armour save: 5+

SPECIAL RULES

Daemonic; Chariot; Large Target; Unit Strength 5.

Cloud of Flies: See page 37 of Hordes of Chaos.

Daemon-beasts: The Daemon-beasts have Poisoned Attacks and a random number of Attacks. This is rolled at the start of every Close Combat phase. Roll to hit and to wound as normal.

CHARIOT OF KHORNE . . . Points/model: 170

Chariots of Khorne are mounted on a 50mm x 100mm base (or a 100 x 100 if pulled by two Juggernauts).

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	5	-	-	-
Bloodletter	-	5	-	5	-	-	4	1	9
Juggernaut	7	5	-	5	-	-	2	2	-

Unit Size: 1

Crew: Two Bloodletters. The chariot has scythed wheels.

Drawn by: One Juggernaut. One additional Juggernaut can be added at the cost of +20 pts.

Armour save: 3+

SPECIAL RULES

Daemonic; Chariot; Large Target; Unit Strength 5; Magic Resistance (1).

Bloodletters are subject to Frenzy