

OUT OF THE MISTS

Daemon World Armies in Warhammer 40,000

by Matt Plonski

I started playing Warhammer 40,000 just after the release of the second edition rule set, and a chaos army in that game made a lot of sense since my daemon models could pull double duty in both Fantasy Battle & 40k. When the second edition *Codex: Chaos* came out, I was stunned. Three complete army lists! The standard Chaos Space Marine list, Lost and the Damned, and, my favorite, Daemon World. You see, you could play an entire army full of nothing but daemons! The trick was that they had to be led by something new called a Daemon Prince, of which there were four special characters presented in the book with no plans of any models being released.

The Daemon World army list was a modeler's dream, and as such turned out to be a rarity on the table top. It was tactically very strong, despite some obvious weaknesses (Guns? Who needs guns?). It certainly always turned heads.

When the newest *Codex: Chaos Space Marines* came out, we were once again in possession of an army list with the flavor and flexibility to rival those in the original Realms of Chaos books. Gone, though, were the two companion lists. The Lost and the Damned resurfaced with spectacular results in the codex for the Eye of Terror campaign, but there still weren't enough daemons for me. It became clear that the Daemon World army list would have to fight to regain its place in the 40k universe. Do you see that? Over there, in the mist, I thought I saw something...

(Flavor text for the Mounted Daemonettes is based off of that written by Pete Haines for Chapter Approved.)

OPTIONAL: Army Rules Discussion:

You will need a copy of *Codex: Chaos Space Marines* to use this list. You may also need a copy of *Codex: Eye of Terror* or *Codex: Daemonhunters*, depending upon the units that you choose.

To make the Daemon World army list different from a standard Chaos Space Marine or Lost and the Damned army, we need to go back to the basics: Daemons. In order to have a viable army consisting of nothing but daemons, it is necessary to modify some of the special rules, specifically those regarding Summoning. How can you expect to bring daemons onto the field if you have no icons to summon them off of?

The original Daemon World list solved this problem by removing the Summoning rule all together, necessitating all daemons to be deployed as a standard army, and adjusting the point values of every daemonic unit to take the loss of this flexibility to account. To avoid this messy prospect, two new rules have been developed to counter this disadvantage and to help retain some of the feel of the current mechanics. The rules are *Realm of Chaos* and *Out of the Mists*.

There is a desire to represent flavors of chaos other than the Big Four, so we have included the random daemonic adversaries from *Codex: Daemonhunters* to allow for the creation of Chaos Undivided Daemon World armies.

To further customize your Daemon World army, *Daemonic Champions* may be added to your daemonic units, Greater Daemons may be made *Daemonic Commanders*, and the fabric of the daemonic battlefield itself can be manipulated through *Daemonic Mastery*. Enjoy!

Army List:

All selections are per their entries in either *Codex: Chaos Space Marines* or *Codex: Eye of Terror: Lost and the Damned*, retaining all options from their parent codex unless otherwise noted.

HQ:

0-1 Chaos Lord Daemon Prince: A Chaos Lord is always considered a Daemon Prince in a Daemon World army, and may have up to 150 points of Daemonic Gifts.

0+ Chaos Lieutenant Daemon Prince: A Chaos Lieutenant is always considered a Daemon Prince in a Daemon World army, and may have up to 75 points of Daemonic Gifts.

0+ Greater Daemon: If the army does not contain a Daemon Prince, one Greater Daemon may be a *Daemonic Commander*, gaining access to the Gifts of Chaos of the appropriate Chaos God at double normal cost as well as the Daemonic Mastery gift. The Chaos Gifts may include standards and steeds. Any steed will replace the Greater Daemon's movement mode. Bloodthirster Daemonic Commanders lose the ability to fly if riding a Juggernaut, but gain the rules for potential additional movement from Blood Frenzy. Lord of Change Daemonic Commanders may take a second Major Psychic Power at the normal point cost. See also new random Undivided Greater Daemon unit entry below.

Elite:

0-1 Chaos Space Marine Elite Choice: Up to one Chaos Space Marine Elite unit (Chosen, Possessed, or Obliterator Cult) may be chosen if the army contains at least one Daemon Prince. If the Daemon Prince has the Mark of Tzeentch, the unit may be Rubric Marines or Rubric Terminators.

Big Mutants

Daemonic Cavalry: See new unit entry below.

Troops:

Mutants: See new Blessing option, Chaos Warriors, below. Mutants cannot be led by Aspiring Champions, as they are not HQ options in a Daemon World army.

Gibbering Hordes

Daemon Packs: One model in up to one unit may be a *Daemonic Champion* for +25 points. Daemonic Champions are Living Icons of the appropriate Chaos God and gain a special bonus ability: Khorne: Rage of Khorne. Slaanesh: Fearless (extending to the rest of the unit, granting immunity to the *Instability* rule). Nurgle: Daemonic Venom wounds on a 2+. Tzeentch: An additional psychic power available to models with the Mark of Tzeentch for no additional cost. See also new random Undivided Daemon Pack unit entry below.

Fast Attack:

Daemonic Beasts

Chaos Hounds

Heavy Support:

0-1 Chaos Space Marine Vehicle: Up to one Chaos Space Marine Heavy Support Vehicle (Dreadnought, Land Raider, or Predator) may be taken if the army contains at least one Daemon Prince.

Chaos Spawn: See new unit option, Daemon Fiend of Slaanesh, below.

Defiler

Behemoth: See new unit entry below.

Army Rules:

The Daemon You Know:

Army selection regarding marked units for Daemon World armies follow those outlined in the *Books of Chaos* section on page 38 of *Codex: Chaos Space Marines*.

The chaos legions (Night Lords, World Eaters, etc.) may be represented in a Daemon World army as outlined in the appropriate section in the *Books of Chaos*. Unaligned 'primitive' units (Mutants, Big Mutants, Chaos Hounds, Behemoths, and non-Daemon Fiend Chaos Spawn) are sufficiently available to any Daemon Prince and therefore may be taken in any Daemon World-based chaos legion force. None of these primitive units are ever considered *daemonic*.

The Daemon World army has a strategy rating of 2, and uses 10 Mutants as sentries in scenarios that require them.

Realm of Chaos:

At least half of the daemonic units in a Daemon World Army, rounding up, must be kept in Reserve and are *Summoned* per the rules on page 12 of *Codex: Chaos Space Marines*, even if the Reserve rules are not in use. Daemonic units are Daemonic Packs, Daemonic Cavalry, Daemonic Beasts, Daemon Fiends, Gibbering Hordes, Daemon Princes, and Greater Daemons. Daemon Packs, Cavalry, Beasts, Fiends, and Gibbering Hordes not kept in Reserve are deployed in the beginning of the game as a normal unit holding the appropriate slot on the Force Organization chart, and benefit from the *Out of the Mists* special rule.

Daemon Princes must be deployed as normal for a HQ choice in the scenario being played.

Greater Daemons do not possess models in a Daemon World Army, but are either deployed normally as a HQ choice or are *Summoned* as if they were a unit of lesser daemons. If you choose to deploy a Greater Daemon as a HQ choice and the scenario special rules dictate that it should be placed in Reserves, then it is indeed placed in reserve and may enter the field using either the Reserves rules present in the scenario or via summoning. Greater Daemon Daemonic Commanders are never summoned, and must always be deployed as a HQ choice.

Out of the Mists:

On a daemon world, the atmosphere has been known to change to help conceal the attacking units of the chaos gods as they appear out of caves, fissures in the ground, or out of the air itself. Primitive units and daemonic forces (except Daemon Princes) deployed on the table at the start of the game benefit from a 4+ cover save vs. shooting attacks for the first two game turns due to the defenders' inability to discern the shapes appearing through the fog. All further turns are as normal.

Daemonic Mastery:

Daemonic Gift costing 35 points. One per army.

A model with the Daemonic Mastery gift rules over the Daemon World on which the battle is taking place, and is able to re-make it on a whim. If on a foreign planet outside of the Eye of Terror, the master has obviously managed to achieve some sort of intimate connection with the landscape, perhaps through the erection of a towering icon praising the daemon god he worships or through the ritual sacrifice of innocent souls. At the start of the Chaos player's turn, before movement or Reserve rolls, the Daemonic Master may move one terrain feature completely within 48" of himself D6" in any direction. The feature retains its orientation and will not damage or move any models, friendly or otherwise, due to its movement; although, they may be forced to take a Difficult and/or Dangerous Terrain test in their next turn. The terrain feature is moved out from under the models, even if it is a building or would otherwise seem impossible! If this movement causes a change in elevation, simply place the models directly below (or above) their original position. On a distance roll of 6", the terrain feature may be removed from the table completely. This is not a psychic power, but more of an innate connection to the landscape, and may not be nullified in any way. Daemonic Mastery grants the army a Strategy Rating of 3.

UNDIVIDED DAEMONS

Regarding the daemons of the four ruinous powers much is known, but are they the sum-total of all things chaos? Certainly not. There are many minor powers to which a champion could pledge his loyalty and be supported by a daemonic host. Rabsit, the god of terror, sends his followers unnatural creatures in the image of terrible gigantic insects or other beasts drawn from mortal nightmares. Other chaos aspects manifest their creations in similar ways.

Being less cohesive a deity than the common chaos gods, a minor power's daemons are typically much more diverse with even the same Greater Daemon entity often appearing completely different from one manifestation to another. Whether this is due to the living's perception of the chaos power being not entirely in focus, or the particular entity emphasizing the random nature of chaos itself is not known.

RANDOM UNDIVIDED DAEMONS										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Greater Daemon	175	D6+4	D3+2	D3+5	6	D3+2	D3+2	D3+2	10	-/4+
Daemon Packs	20	D3+2	-	D3+2	D3+2	1	D3+2	2	8	-/5+
Daemonic Champion	+25	5	-	5	5	2	5	D3+2	9	-/5+

Number/Squad: 0+ random Undivided Greater Daemons as HQ choices. 5-15 random Undivided Daemon Packs as Troop choices.

Character: One model in up to one Daemon Pack unit may be a *Daemonic Champion* for +25 points. Daemonic Champions are Living Icons of Chaos Undivided and gain an improved stat line. Random Undivided Daemonic Champions will have Daemonic Visage or Daemonic Talons along with the rest of their pack (see below).

Special Rules:

Random Statistics: Roll to determine each Greater Daemon or Daemon Pack's profile and abilities before deployment.

Daemonic Rules: Undivided Daemons are deployed as per the Realm of Chaos special rule. Undivided Greater Daemons have the Fearless, Fearsome, Monstrous Creature, Invulnerable, and Living Icon special rules. Undivided Daemon Packs have the Invulnerable and Instability special rules. Roll a D6 before deployment for each Daemon Pack: on a 1-3 the Daemon Pack has the Daemonic Visage special ability, on the roll of 4-6 it has the Daemonic Talons special ability.

Daemonic Commander: If the army does not contain a Daemon Prince, one Greater Daemon may be a *Daemonic Commander*. Undivided Daemonic Commanders may take Daemonic Mastery for +35 points, Furious Charge for +20 points, Move Through Cover for +10 points, Daemonic Flight for +25 points, and/or be upgraded to be a Sorcerer for +5 points with one psychic power available to models with the Mark of Chaos Undivided at the normal cost.

MUTANTS: CHAOS WARRIORS

The bulk of a daemon world's inhabitants are the mutants. 'Recruited' from off-planet or the unfortunate race of primitive humanoids that lived on the world before it slipped into the Eye of

Terror, their lives hold little value in the minds of the chaos powers and even less in their Daemon Prince master's.

Particularly aggressive feral races are often brought to the Daemon World to act as guardians or to fill out the ranks of the Prince's army. Given strong armour and potent weaponry by their masters, a violent mutant of this type is nearly as deadly as a Chaos Space Marine!

MUTANTS										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Mutant Chaos Warriors	12	4	2	4	3(4)	1	3	1+1	7	4+
Mutant Boss Warrior	+10	4	2	4	3(4)	1	3	2+1	8	4+

Weapons/Abilities: Daemonic Resilience, Daemonic Mutation, close combat weapon, and frag grenades. Enhancements included in profile.

Special Rules:

Chaos Warriors: Being named Chaos Warriors is a Mutant *Blessing from the Gods*, and may be the only one taken. Chaos Warriors retain all weapon and equipment options as normal for Mutants. In addition, any model in the unit may wield either a Great Weapon (+1 Strength) or a shield (3+ armour save), but this will cause them to lose the function of their Daemonic Mutation thereby reducing their number of attacks by 1. The Mutant Boss may be given a Mark of Chaos (as per Chaos Aspiring Champions in *Codex: Eye of Terror: The Lost and the Damned*).

DAEMONIC CAVALRY

Fire and smoke precede the Bloodcrushers; iron clad monstrosities, claiming skulls for the throne of Khorne. When the Bloodletters join with the murderous god's metallic steeds and march to war, pity those who stand against them.

Through clouds of musk-scented mist ride the Warp Dashers of Slaanesh, their dark, desire-laden eyes always casting about for their next victim. Daemonettes mounted on swift-striding daemon Steeds of Slaanesh the sinuous grace of these predators belie their speed and deadliness.

The Beast of Nurgle is a disease-ridden, semi-conscious pile of filth that Plaguebearer daemons occasionally ride into the midst of their enemies. Being within close proximity of a Plague Rider is often unbearable, but is nothing compared to attempting to face the oozing creatures in combat.

From out of the sun they come, the Sky Devils. Mad, whirling death; flying Horrors raining fire on the whim of the Great Conspirator Tzeentch. Their mounts' speed adds to their lethality, as only the truly fortunate are fast enough to escape.

DAEMONIC CAVALRY										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Mounted Bloodletter	80	4	0	6	4	2	4	3	10	3/5+
Mounted Daemonette	28	4	0	4	3	1	4	1+2	8	-/5+
Mounted Plague Bearer	40	4	0	4	4(5)	2	4	2	8	-/5+
Mounted Horror	30	2	3	4	3	2	2	1+1	8	-/5+

Number/Squad: Mounted Bloodletters: 1-5, Mounted Daemonettes & Horrors: 5-10, Mounted Plague Bearers: 3-10.

Weapons: Teeth, claws, tails, tentacles, bad attitudes, etc. All abilities and daemonic gifts are included in the profile.

Options: Any number of the Horrors may be upgraded to Flamers for +10 points each. Flamers have the same profile as a Mounted Horror, but may use the Doom Bolt psychic power and are not required to take a psychic test.

Character: One model in up to one unit may be a *Daemonic Champion* for +25 points. Daemonic Champions are Living Icons of the appropriate Chaos God and gain a special bonus ability: Khorne: Rage of Khorne. Slaanesh: Fearless (extending to the rest of the unit while the Champion is alive, granting immunity to the *Instability* rule). Nurgle: Daemonic Venom that wounds on a 2+. Tzeentch: An additional psychic power available to models with the Mark of Tzeentch for no additional cost.

Special Rules:

Daemonic: Daemonic Cavalry units may be taken as a Fast Attack choice in a Chaos Space Marine or Lost and the Damned army with the usual restrictions and are summoned per the normal rules. Daemonic Cavalry units have the Daemonic Aura and Daemonic Instability special rules in general and in addition to the following:

- **Bloodcrushers:** Bloodletters mounted on Juggernauts carry Hellblades (count as Power Weapons). The Brass Armour of Khorne grants the Bloodcrusher a 3+ armour save. The Juggernaut's massive living metal form protects its Bloodletter rider, granting it Daemonic Essence. The Juggernaut supports the Bloodletter riding it in close combat with Daemonic Strength and Daemonic Mutation. Due to their small unit size, Mounted Bloodletters are considered *Favoured* when numbering four models. Bloodcrushers must assault and make Sweeping Advances whenever possible. At the start of their Movement Phase, roll a D6 for each unit of Bloodcrushers; On a 1 or 2 they advance 6+D6" towards the nearest enemy instead of moving normally as per Blood Frenzy.
- **Warp Dashers:** Mounted Daemonettes have Warp Scream and Daemonic Talons. Also their riding beast confers Daemonic Mutation and Daemonic Speed. In a Daemon World army, Mounted Daemonettes are an Elites choice.
- **Plague Riders:** Plaguebearers mounted on Beasts of Nurgle have Nurgle's Rot and Daemonic Venom. Their slime covered mount confers Daemonic Essence and Nurgling Infestation. The Nurglings do not benefit from Daemonic Venom.
- **Sky Devils:** Horrors riding Disks of Tzeentch have the Daemonic Fire, Daemonic Mutation, and Daemonic Flight abilities.

CHAOS SPAWN: DAEMON FIENDS OF SLAANESH

Slaanesh, the Prince of Pleasure, has many daemonic minions. Some are not as alluring as the daemonettes but are, instead, frightening creatures that writhe and mew with overwhelming sensations and the desire to inflict them upon others. These daemon-fiends are lethal in combat as they thrash about, favoring the rending of living flesh to the light touch of affection.

CHAOS SPAWN										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Daemon Fiends of Slaanesh	50	3	-	5	5	2	3	D6+1	9	-/5+

Number/Squad: 3-6 Daemon Fiends

Weapons: Daemonic Talons (included in profile) and other flailing pointy bits. Roll for the number of attacks once per Daemon Fiend at the start of each assault phase.

Special Rules: Daemon Fiends are daemons of Slaanesh, with all special rules that apply (Daemonic Talons, Warp Scream, Instability, Daemonic Aura, Realm of Chaos). As spawn, they are still Insanely Stupid.

Note: Daemon Spawn of Slaanesh are not Fearless and do not have a 3+ armour save.

BEHEMOTH

The creatures on a daemon world are different beyond imagining. Some are small and travel in swarms, still others are man-sized, and occasionally one will stand out as monumentally huge. Those enormous creatures vary in appearance from gigantic humanoids to obscene blobs with thousands of mouths and flailing tentacles, but all are best left to the realm of nightmares.

BEHEMOTH										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Behemoth	80	3	3	5	5	6	3	3	6	3+

Number/Squad: 1 huge creature

Weapons: Tentacles, spines, fists, or large pieces of debris

Special Rules: Daemonic Visage, Fearless, Monstrous Creature, Daemonic Rune

Options: The behemoth may have one (and only one) of the following upgrades. It may have rock-hard skin (giving a 2+ armour save) for +25 points. It may spurt flame (Doom Bolt without a psychic test) for +15 points. It may have many flailing tentacles or eye stalks (D3 additional close combat attacks, roll every turn) for +20 points. It may carry a large piece of adamantium-reinforced plascrete as a club (strength 10 in close combat) for +20 points.

OPTIONAL: HOBBY SECTION

Modeling the New Units:

The Daemon World list provides a great opportunity for the accomplished modeler, as well as being very easy to bring to the field as a novice. Many unit types can be made from Fantasy Battle miniatures straight out-of-the-box, while others can be created from anything the player can imagine!

Undivided Daemons: When playing an Undivided Daemon World it is sometimes fun to pick a theme from outside the realm of 40k. The classic Warhammer Giant Spider makes for a fantastic Greater Daemon, and can be supported by packs of Forest Goblin Gigantic Spiders. One player's interpretation of an Undivided Daemonic Commander with Daemonic Flight may be as obvious as the Daemon Prince Belakor while another player might want to use a Fantasy Battle dragon. <insert studio pictures of these models>

Daemonic Cavalry: With the *Storm of Chaos* supplement for Warhammer Fantasy Battle, Chaos Daemon players were reintroduced to Daemonic Cavalry, so plenty of modeling resources exist for these units. The picture shows inexpensive alternatives for Sky Devils, made from a new Flamer model, a flying base, and some green stuff. <insert skydevil pictures>

Chaos Warrior Mutants: Not every warrior fighting for chaos in the 41st millennium was formerly a Space Marine! Archive models or either style of multi-pose plastic Fantasy Battle Chaos Warriors will work perfectly as blessed and battle-hardened mutants. <insert studio pictures of these models>

Daemon Fiends of Slaanesh: For some, these will be a throw-back to the archive Fiends of Slaanesh models; for others it will be an opportunity to perversely convert some new Chaos Spawn. This would also be a good cross-over stat line for the Storm of Chaos Pleasureseekers (Daemonettes mounted on the wyrm-steed of Slaanesh). <insert fiends pictures>

Behemoth: This new unit type presents the widest range of modeling possibilities, since it simply gives a representative stat line to any chaotic natural creature possible to stumble across on a Daemon World. How would you represent a creature with 3+D3 attacks? How about the Dark Elf Hydra? A large club? Use the Fantasy Battle Giant, and a Lizardman Carnosaur (without rider, of course) fits the bill for both rock-hard skin or spurting flame. The point is to let your imagination run wild. <insert studio pictures of these models>

Army Lists:

There are three popular variations of the Daemon World army: CSM Daemon World, Daemonic Legion, and Primitive Horde.

CSM Daemon World: This army is commanded by a Chaos Lord Daemon Prince that maintained close ties with his former Chaos Space Marine legion. It usually contains both the one Chaos Space Marine Elite unit (Chosen bodyguard for the Daemon Prince) and the one Chaos Space Marine Vehicle in addition to a Defiler. Many Word Bearer players find that they are able to field a CSM Daemon World army with very little modification to their army composition.

The strength of this variation is that it goes a long way to circumventing the Daemon World's biggest disadvantage; lack of ranged weaponry. Also, the Chaos Lord Daemon Prince, when released from the 100-point limit on Chaos Gifts (but still limited to 150 points overall), can be a truly frightening creature. It should also be the easiest type of Daemon World army to field, due to the re-use of Chaos Space Marine models. <insert World Eater Daemon World list>

Lord Pelor, The Executioner (Chaos Lord)

- o Mark of Khorne,
Terminator Armor,
Daemonic Mastery,
Daemonic Strength,
Daemonic Mutation,
Daemonic Resilience,
Daemonic Essence,
Daemonic Visage,
Daemonic Fire, Feel No
Pain, Counter Attack,
Collar of Khorne,
Lightning Claw Pair

The Executioner's Tallymen (7 Chaos Terminators)

- o Mark of Khorne,
Terminator Armor,
Counter Attack, 2 Reaper
Autocannons, Combi-
flamer, Combi-melta,
Chainfist, 2 Lightning
Claws, 3 Power Fists,
Techra (free Champion:
Axe of Khorne,
Daemonic Mutation,
Chainfist)

Teeth of Death (7 Bloodletters + Daemonic Champion)

Skullsplitters (8 Bloodletters)

Khorne's Fodder (3 Bloodcrushers + Daemonic Champion)

The Skullflayer (Predator)

- o Extra Armor, Smoke
Launcher, Autocannon,
Lascannon Sponsons,
Destroyer, Daemonic
Possession

Total: 1846 points

Daemonic Legion: Daemons, daemons, and more daemons. A Greater Daemon Daemonic Commander towering over a sea of his master's daemons (and usually a subservient Greater Daemon). The punch of two Greater Daemons is added to the resilience of many units of lesser daemons. It still has the disadvantage of very few ranged weapons (if any), but is very dangerous in close combat.

Fielding a Daemon Legion-style list in Warhammer 40,000 usually results in a feeling of great pride, as you can't get much more themed than an entire army of one Chaos god's minions. It should also be noted that an army of this type will often meet all the requirements of a Chaos Space Marine Cult Legion without actually including any

Chaos Space Marines. While an army of nothing but Bloodthirsters, Bloodletters, Bloodcrushers, and Fleshhounds is not technically a World Eaters army, it is certainly favoured by Khorne and deserves any bonuses it may get. Adding a unit of Obliterators (perfectly legal in a Daemon World list) would disqualify it from favoured status as usual. <insert Slaaneshi Daemon Legion>

Glistening Enlightenment

(Keeper of Secrets)

- o Daemonic Commander, Daemonic Mastery, Doom Siren, Combat Drugs, Allure of Slaanesh, Wind of Chaos

Perfect Pleasure (Keeper of Secrets)

Consort of the Wondrously Depraved (11 Daemonettes + Daemonic Champion)
Pleasure's Retinue (12 Daemonettes)

Perverse Quickness (5 Warp Dashers + Daemonic Champion)

Fleeting Delirium (6 Warp Dashers)

Carnal Desires (6 Daemon Fiends)

Total: 1491 points

Primitive Horde: The non-daemonic units in the Daemon World army are viable in their own right. Large units of Chaos Warriors, some big mutants, and a few Behemoths led by a relatively inexpensive Daemon Prince can represent an aggressive, feral world that worships the chaos gods under different names. This army will lack the sophistication of a Lost and the Damned list (and who thought that would be possible!).

This version of the army can be made up of models drawn exclusively from Fantasy Battle, allowing a Hordes of Chaos player an opportunity to make the transition easily. Explaining to him that his Chaos Warriors and Marauders are allowed firearms may get a strange look, so be warned.

Tactics:

The best strategic advice I can give when playing a Daemon World list is to use the special rules to their full potential.

Realm of Chaos: At least half of your daemonic units must be kept in reserve. Feel free to play this like a standard Chaos Space Marine army and keep all of them in reserve if you wish. I feel that it is often beneficial for the faster daemon types (Furies, Fleshhounds, Warp Dashers, Screammers, and Sky Devils) to be deployed at the beginning of the game. Regardless of whether they are able to get into combat in the second turn or if they can be led by a Daemonic Champion and be used as a summoning point, most opponents are unnerved by the fact that you've got so many daemons that you get to deploy some early. True, they are now vulnerable to fire earlier than if they were summoned, but that's why *Out of the Mists* was developed.

Out of the Mists: Summed up, every non-Chaos Space Marine unit in your army has a 4+ cover save for the first two turns. Since lesser daemons and primitive units are vulnerable to small arms fire (with most of the primitive units not getting armour saves from AP5 weapons), hopefully this will result in far fewer casualties as they make the mad-dash across the table. The rule represents the Daemon Prince using his intimate connection with the landscape to hide his forces in fog banks or in useful rocky outcroppings. Speaking of an intimate connection with the landscape...

Daemonic Mastery: Quite possibly the most useful special ability in the Daemon World army, and very often overlooked. You can move one terrain feature within 48" of the daemon master D6" once per turn. Be sure to do it! Are you being bothered by that Heavy Bolter Devastator Squad (or worse, Psycannon Purgation Squad) that's tucked into that ruined building? Move the building out from under the marines. Sure, you don't do any damage to them, but, with 40k4's terrain rules, it's possible that the marines won't be able to see out of the terrain feature anymore. Is your opponent trying to line up an assault out of a Land Raider Crusader? A well-placed tree stand might require the Land Raider to move extra distance as it attempts to circumnavigate the woods, taking the assault out of range. Is there a Carnifex hiding in a swamp pool, avoiding the twin-linked Lascannons from your Defiler? Not any more, when you roll a '6' and remove the pool all-together. It's such an unusual ability that a lot of people forget to do it, but it is just one of the ways that Daemon World forces can overcome the lack of heavy weaponry; by annoying your opponent.

Behemoths: It's been said that Behemoths should all be required to paint big bulls-eyes on their chests, for all the fire that they attract. You know what? That's fine. Let them attract fire. Why? Because then the enemy isn't shooting at your Daemon Prince. For 80 points, you get 6 Instant Death-immune wounds. If the beast manages to get to the enemy, then they'll have to deal with at least 3 attacks from a Monstrous Creature. Sure, they won't stand up to most other Monstrous Creatures like Greater Daemons or the nasties that the Tyranids can evolve, but they can crack open vehicles nicely (especially when equipped with a big club) and cause general havoc on the enemy lines. If your opponent thinks that they've figured out that they should ignore the Behemoth, they're usually surprised when the thing makes it to combat.

"It is not enough to want to please your master, striving for the immediate reward. In fact, that is often the wrong approach entirely; resulting in too many blessings for a mortal body to handle and the unenviable gift of spawnedom.

"You must follow your master's philosophies with every fiber of your being such that the thought of behaving differently is abhorrent. Your motivation must be for the sake of blasphemy with

no other intent or goal. Your actions cannot be for your own personal glory or even the glory of the ruinous power that you worship. It is by deed that the gods of chaos are venerated, and a mortal's free will choosing to pursue an action endorsed by their master is akin to high mass in one of the corpse-Emperor's cathedrals.

"It is that free will that the powers desire and the more independence that you retain the more that they will tempt. A true warrior of chaos preserves a balance between his own will and the wishes of his patron; A warrior of the blood god that slaughters not in Khorne's name, but for the ecstasy of the kill itself. When a chosen of Tzeentch pursues sorcery or plots his machinations, it is for the sake of knowledge or in a desire for change, not as an offering to his god. If you can manage to tread that line, your master will jealously continue to raise the stakes for your service and, eventually, the gift of immortality will be laid before you; the eternal flesh of a Daemon Prince and your own world in the warp to shape as you see fit.

"However, know that the price of failure is great for those that strive for this, the ultimate prize. A chaos power that has offered such a reward will punish a failed champion with ferocity proportionate to that of the lost gift."

- Nomd Dacress, heretic of Tzeentch