

Special Characters

The characters that follow are always considered to be the commander of their army, and, unless taking part in some major crusade, no Chaos Lord Daemon Princes or Greater Daemon Daemonic Commanders may be included in any force that they are part of. They must be taken exactly as described. No daemonic models in the army may be aligned to any chaos power other than that of the commander.

Daemonic Champion of Khorne

Khorne was the first of the great chaos gods to awake fully and Doombreed was one of the first of his servants. His true name has long been forgotten, but he was once human, a mighty Warlord who led armies which ravaged entire nations on Earth long, long ago. His acts of genocide and murder pleased the young god Khorne, who rewarded him and made him one of his Daemon Princes.

Since then Doombreed has continued to serve Khorne well. He fought for his master at the side of Horus during the Heresy, and was aboard the Warmaster's battle barge when Horus was slain and the Emperor mortally wounded. Over the millennia he has returned to plague humanity countless times.

Doombreed

DOOMBREED, DAEMON PRINCE OF KHORNE										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Doombreed	225	6	3	6	5	3	5	4(5)	10	2+/5+

Doombreed must be taken exactly as detailed below, and may not be given any additional equipment.

Wargear: Doombreed is armed with an *Axe of Khorne* and a *Rod of Khorne*. He bears the gifts *Daemonic Armour*, *Collar of Khorne*, *Daemonic Aura*, *Daemonic Stature*, *Daemonic Strength*, *Daemonic Rune*, *Daemonic Visage*, *Daemonic Mastery*, and has *Daemonic Flight*.

SPECIAL RULES

Daemon Prince: Doombreed is a *Daemon Prince* and has the Mark of Khorne. Although he was a Daemon Prince long before the creation of the Space Marines, he may still call upon the mortal followers of Khorne as normal for a Daemon Prince.

Rod of Khorne: Khorne is the enemy of all those with magic or psychic powers. A Rod of Khorne counts as an additional close combat weapon and acts as a Force Weapon against any model with psychic powers (including Tyranid Synapse Creatures). A Rod of Khorne is a Personal Icon.

Radiance of Dark Glory: A more intimidating commander than Doombreed does not exist in the 41st Millennium. No one dare fail him. All friendly models within 12" of Doombreed and in his line-of-sight are considered *Fearless*.

Arrogant: If Doombreed is included in the army, then none of the other HQ choices may be a Daemon Prince. This rule still applies even if playing a large game with multiple detachments.

Scourge of Slaanesh: As an impassioned enemy of the God of Pleasure, Doombreed may re-roll one *To Hit* roll per round of close combat when fighting against any Slaaneshi Daemons or models with the Mark of Slaanesh.

Daemonic Champion of Nurgle

Foulspawn was one of the most diseased and disgusting of all Nurgle's Champions. It was said that the sight of him was so horrifying that hardened warriors who saw him were rendered incapable of any action while they gagged and wretched in disgust. Nurgle was deeply fond of his unsightly Champion, and eventually blessed him with the reward of Spawndom. Most Chaos Spawn die within minutes or hours of their transformation, either being killed in battle or expiring as their impossibly mutated bodies give out under the strain. Such was not the fate of Foulspawn, however. He not only survived, he grew and prospered. By some strange quirk of fate (or equally strange whim of Nurgle) Foulspawn was able to survive by ingesting and absorbing the fleshy tissues and bodily fluids of living creatures, which he achieves by grabbing his victim with his sticky, toad-like tongue, and then swallowing the still living creature whole!

Foulspawn

FOULSPAWN, DAEMON PRINCE OF NURGLE										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Foulspawn	200	4	3	5	6	6	3	2D6	8	-/4+

Foulspawn must be taken exactly as detailed below, and may not be given any additional equipment.

Wargear: Foulspawn has been blessed with *Nurgle's Rot*, *Nurgling Infestation*, an *Entrapping Tongue*, and the ability to *Absorb Bodily Tissue*. He is a *Greater Spawn* and has *Daemonic Mastery*.

Sorcerer: Foulspawn was a sorcerer in his mortal life and still retains a fraction of that power. He has two Nurgle Minor Psychic Powers, determined randomly as normal.

SPECIAL RULES

Daemon Prince or Greater Daemon: Foulspawn doesn't retain the sophistication required to call upon his old Legion, so although he fills a Daemon Prince spot, he doesn't count as one to be able to take a Chaos Space Marine Elite Choice or any Chaos Space Marine Vehicles. He has the Mark of Nurgle for the purpose of army selection, but does not have Daemonic Resilience.

Greater Spawn: The warrior that once was is no longer. Papa Nurgle has transformed his champion into a Spawn, but the creature refused to succumb to the disease and instead flourished. Foulspawn is essentially a Great Unclean One in all aspects except his statistics and the *Sorcerer* special rule. All other rules for Greater Daemons apply. He rolls 2D6 to determine how many attacks he gets in each round of combat.

Entrapping Tongue: During the shooting phase Foulspawn may target any single model, excluding vehicles, within 18". Line of sight targeting rules apply. He then flicks out his disgusting, sticky tongue and grabs at his target. If he hits, both Foulspawn and his target roll a D6 and add their unmodified strength. If Foulspawn's total is higher, the target is dragged up to 3D6" directly towards the Spawn, ignoring difficult terrain (but must remain at least 1" from all enemy models, including Foulspawn himself). If the target model is a member of a unit, the rest of the unit is also moved as the target's squad members attempt to rescue the unfortunate victim. Foulspawn may not use his tongue if he is already in combat.

Absorb Bodily Tissue: So unusual is Foulspawn's physiology that he can use the flesh of his victims to partially recover from battle damage. In any assault phase when combat has concluded, but before results are calculated, roll a D6 for each wound inflicted by Foulspawn in that round (but not from Nurgle's Rot or the Nurgling Infestation). For each result of 6, Foulspawn recovers a single lost wound. This may never take his total above his starting value of 6.

Daemonic Champion of Slaanesh

N’Kari was born on an isolated, backward world which has been trapped in the center of a violent warp storm for millennia. The Chaos Powers have repeatedly attempted to conquer this planet, but have so far been foiled by the uncorrupted peoples of the world. N’Kari rose to prominence during one of the Chaos Powers’ many attempts to conquer the planet. He proved himself a dedicated follower of Slaanesh in countless battles – and the debauched and disgusting revelries that followed them – and was rewarded by Slaanesh with the gift of Daemonhood. Along with Doombreed he was one of the two Daemon Princes that fought against the Emperor when he boarded Horus’ battle barge, and he continues to serve his daemonic master to this day.

N’Kari

N’KARI, DAEMON PRINCE OF SLAANESH										
	Points	WS	BS	S	T	W	I	A	Ld	Save
N’Kari	240	8	4	8	6	4	4	4+2	10	-/4+

N’Kari must be taken exactly as detailed below, and may not be given any additional equipment.

Wargear: N’Kari is armed with the *Rod of Command* and *Daemonic Talons* (+1 attack, always wound on a 6 to-hit, may roll one additional dice for armour penetration if either of the 2D6 is a 6). He bears the gifts *Greater Daemonic Stature*, *Daemonic Mastery*, and *Allure of Slaanesh*. All modifications are included in N’Kari’s profile.

Sorcerer: N’Kari is a sorcerer and always has the *Doom Bolt* psychic power plus one Slaanesh Minor Psychic Power determined randomly as normal.

SPECIAL RULES

Daemon Prince: N’Kari is a *Daemon Prince* and has the Mark of Slaanesh. He may call upon the mortal followers of Slaanesh as normal.

Rod of Command: N’Kari carved this rod from a bone torn from the body of a Bloodthirster. That he managed to keep the bone corporeal after the destruction of the Khorne daemon is a testament to N’Kari’s masterful craftsmanship. Once per battle during his movement phase, N’Kari may redirect any single friendly model or unit (but not vehicle) to move twice their normal movement distance. This movement may not be through difficult terrain. Roll a D6 for each model in the unit that is being moved; on a result of 1, the model takes a wound with no armor saves allowed. For multi-wound models, the wounds are distributed like shooting. Such is the aura produced by the rod; any friendly unit within 24” of N’Kari and in his line of sight may use his leadership for any leadership-based test that they are required to make. The Rod of Command acts as an additional hand weapon.

Greater Daemonic Stature: N’Kari has been gifted with the physical aspect of a Keeper of Secrets. He may be targeted exactly as a Greater Daemon, is a Monstrous Creature, has Daemonic Visage & an Invulnerable save, and is a Living Icon of Slaanesh (see page 23 of *Codex: Chaos Space Marines*). The extra sets of limbs granted by this gift enable N’Kari to use the Rod of Command and his Daemonic Talons simultaneously.

Unconscious Allure: N’Kari may use both Allure of Slaanesh and his Doom Bolt psychic power in the same shooting phase. They need not target the same unit, and N’Kari may assault any unit in the assault phase as if he did not fire anything at all.

Daemonic Champion of Tzeench

M'Kachan is amongst the most cunning and devious of all Tzeench's followers. Unlike other Daemon Princes he was never a mortal creature. M'Kachan is a Lord of Change, one of the incredibly powerful creatures of Chaos, created from pure warp energy by the chaos god Tzeench to do his bidding.

Although most Greater Daemons have broadly similar powers, they are by no means identical, just as no two living creatures are ever exactly the same. M'Kachan, for example, disdains physical combat and relies on his formidable psychic powers and mastery of illusion and trickery to defeat his foes to an extent unparalleled by any other Lord of Change. He particularly relishes matching his intellect and cunning against those of a worthy foe, and has even been known to spare such opponents in order to allow himself the pleasure of matching wits against them at some time in the future.

M'Kachan

M'KACHAN, DAEMON PRINCE OF TZEENCH										
	Points	WS	BS	S	T	W	I	A	Ld	Save
M'Kachan	195	6	4	6	6	3	6	3	10	-/4+

M'Kachan must be taken exactly as detailed below, and may not be given any additional equipment.

Wargear: M'Kachan is equipped with the *Jeweled Staff* and the *Talisman of Tzeench*. He has the *Fortune of Tzeench* and is a *Master of Deception*. He travels the *Long Road of Fate*. He has *Daemonic Mastery*.

Sorcerer: Being a creature of pure magic, M'Kachan knows few equals. He has the psychic powers Bolt of Change, Twisting Path, Doom Bolt, and may select one Tzeench Minor Psychic Power (instead of rolling as normal).

SPECIAL RULES

Greater Daemon: M'Kachan is a Lord of Change and, as such, all rules for a Greater Daemon apply unless otherwise specified. He counts as having the Mark of Tzeench for the purposes of unit selection. M'Kachan is always the army commander, without regard to the rest of the HQ choices. They may think they're the commander, but Tzeench knows who is really in charge.

Jeweled Staff: M'Kachan's staff functions as a *Warp Blade* and a *Warp Focus*.

Fortune of Tzeench: When an enemy psyker attempts to cast a psychic power anywhere on the board, M'Kachan may attempt to nullify it even if it would normally be automatically successful. On a D6 roll of a 5 or more, the power is nullified as if it was never cast. M'Kachan may not use the Fortune of Tzeench and the Warp Blade effect of the Jeweled Staff in the same turn.

Master of Deception: When fighting against M'Kachan, the battle is often over without the enemy ever having known who opposed them. As opposed to normal Greater Daemon deployment in a Daemon World army, M'Kachan Possesses a model in his army using the rules on page 12 of *Codex: Chaos Space Marines*. Before the start of the game, M'Kachan disguises himself as any one model in his force. This may be a Chaos Hound, a Mutant, a Daemonic Champion, or any other model (but not vehicles). Make a notation as to which model it is. The game proceeds as per normal Greater Daemon Possession rules with the daemon vessel being able to re-roll its possession test as if having *Daemonic Chains*.

Long Road of Fate: M'Kachan can see far into the future, and has his destiny mapped out in front of him. Rest assured that this battle is but a single step on the road that the Lord of Change has paved for himself. If ever reduced to zero wounds, M'Kachan simply vanishes. His present task has been completed, and everything has gone exactly as planned. His enemy only ever gets half Victory Points for the defeat of M'Kachan. This power does not function if any Grey Knights are present in the enemy force at the time of his demise.

Puritan Nemesis: Since Grey Knight Brother Captain Stern has thwarted him on several occasions; the Inquisition keeps close tabs on any activities that would show any sign of M'Kachan's involvement. Any army opposing M'Kachan's Daemon World forces may take a Grey Knight Terminator squad with Brother Captain Stern as an HQ choice as long as the allied army is not Dark Eldar, Necrons, Tyranids, and does not include any daemon entities (see *Codex: Daemonhunters*). Stern has been known to join forces with the Tau or even the Eldar.

Daemonic Champion of Chaos Undivided

Rahsit is the chaos god of fear. It was granted power, a little at a time, whenever children thought there were monsters under their bed. When a woman walks down a dark street. When a warrior prepares for battle that they know they have no chance of winning. Fear of the intangible, fear of the unknown, and fear of certain death all bring Rahsit power.

On a daemon world in the Eye of Terror, Rahsit's power has become manifest. Every nightmare ever dreamt exists there. Here the monster from under the bed prowls the dark in the form of a massive, black dragon: Forrusll, the Greater Daemon of Rahsit. The god of fear's lesser daemons appear as gigantic spiders, masses of snakes, or as the shadows themselves animated.

Against the beasts of Rahsit, warriors know that they have no chance of winning.

Forrusll

FORRUSLL, GREATER DAEMON OF CHAOS UNDIVIDED										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Forrusll	215	5	4	8	6	5	4	5	10	2+/4+

Forrusll must be taken exactly as detailed below, and may not be given any additional equipment. He is a HQ choice.

Wargear: Forrusll is a beast of terror and destruction, and has no need for weapons or wargear. He has *Daemonic Visage*, *Daemonic Flight*, and *Daemonic Mastery*. He may *Breathe Fire*.

SPECIAL RULES

Daemonic Being: Forrusll is a Greater Daemon of Chaos Undivided, specifically the chaos god Rahsit the Terror. He is always a Daemonic Commander, and never possesses a daemonvessel. He is a living icon for Chaos Undivided, off of which only Random Lesser Daemons and Furies may be summoned. All Random Lesser Daemons in a daemon world army containing Forrusll automatically have Daemonic Visage (and therefore will never have Daemonic Talons). No other types of summoned lesser daemons (Packs, Cavalry, or Beasts) may be included. Gibbering Hordes may be taken with the usual restrictions.

Chaos Space Marine Allies: The desires of Rahsit often intersect those of the Night Lords Chaos Space Marine Legion, who attempt to instill terror and panic on their enemies. In the past, Forrusll has been known to make deals with the legion from time to time. Even though he is a Greater Daemon, he may call upon members of the Night Lords legion (Elites Choice or single unit of Chaos Space Marine Raptors (as Fast Attack), and Chaos Space Marine Vehicle) as if he was a Daemon Prince.

Character: Forrusll is an independent character and follows all of the independent character special rules as given in the Warhammer 40,000 rulebook except those relating to being shot at. Because of his sheer size it is always possible to fire at him even if he has joined a unit or is within 6" of another viable target.

Fearless: The Greater Daemon never takes morale checks, will never fall back, and cannot be pinned.

Dragon: Forrusll is, for all intents, a dragon. He is treated as a Monstrous Creature. He rolls 2D6 vs. vehicle armour and ignores armour saves in close combat. Due to his bulk, he does not have to make a test when he lands in difficult terrain. His scales grant him a 2+ armour save and his daemonic aura is an invulnerable 4+ save, which he may use against any attacks which would normally ignore his armour save.

Breathe Fire: Unholy flame spouts from the mouth of the beast, its heat powered by the warp. The monster may use this ability once per turn during the shooting phase even if Forrusll is in combat. Place the flame template anywhere such that every part of it is within 18" of Forrusll, and roll to hit. If successful, every model touched by the template takes a wound on a D6 roll of 4+, ignoring cover and armour saves. Closed vehicles are hit once and open-topped vehicles are hit twice; suffering Glancing damage results on a D6 roll of 4+ per hit. If the flame shot misses, every model touched by the template is instead hit on a 4+ with the same damage chances.

THE DAEMON'S BACKBONE

The daemonic hordes are not confined permanently to the worlds within the Eye of Terror or to the vast emptiness of the Warp. It is possible to tear small rends in the fabric joining real space with the immaterium, allowing free passage to any number of hellish creatures. To do so it is necessary to prepare the desired site of the warp channel; usually by means of the sacrifice of a multitude of sentient beings and the erection of an altar, dais, or monolith dedicated to the appropriate chaos power. This edifice serves as the physical anchor that the daemonic beings use to pull themselves through the dimensional veil. After the way has been paved, a once peaceful planet will surely be lost unless the construct is destroyed and the daemons sent back to the warp that birthed them.

FORCES

Attackers:

Standard Force Organization.

Defenders (Daemon World):

Standard Force Organization.

ATTACKER'S OVERVIEW

You are in command of an advance scouting force returning from a successful mission. As you approach your forward base, you discover Chaos forces performing a ritual between you and your objective, something involving three ominous pillars. Communications have been disabled, so you must make it home while doing as much as possible to disrupt the enemy.

DEFENDER'S OVERVIEW (Daemon World)

You are successful! You have summoned the Daemon's Backbone in the shadow of the enemy fortress. Call your reinforcements to rally, for the enemy will surely fall!

SCENARIO SPECIAL RULES

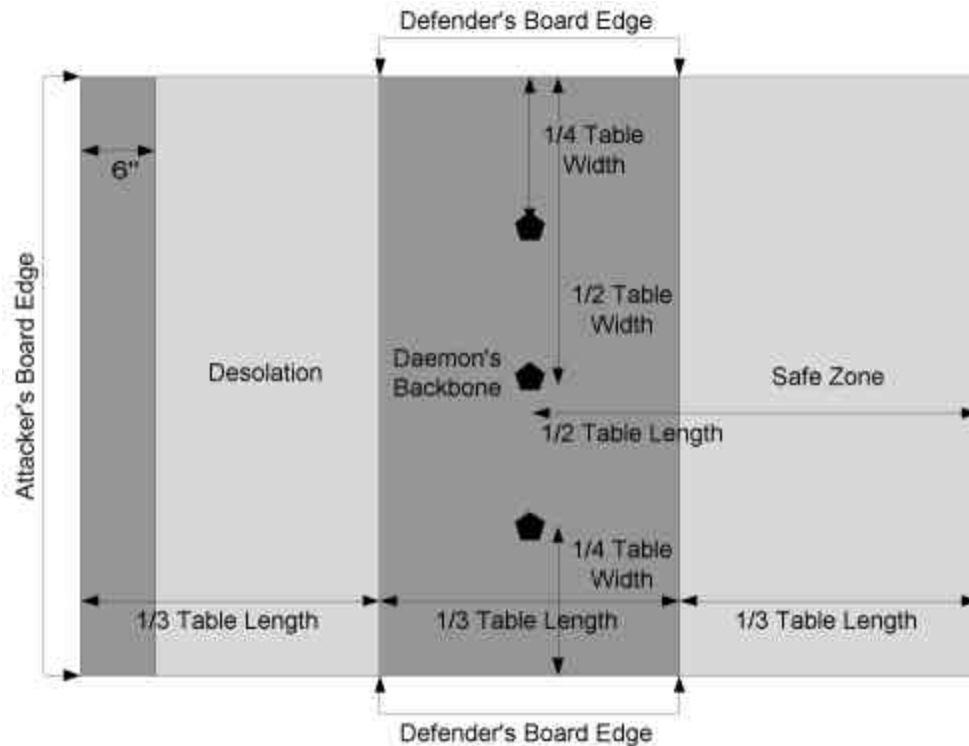
The Daemon's Backbone uses rules for *Deep Strike*, *Fortifications*, *Infiltrators*, *Obstacles*, *Reserves*, and *Victory Points* in addition to *The Daemon's Backbone*.

The Daemon's Backbone is represented by three spires, pillars, or counters set up as shown on the map (represented by pentagons). They have a Toughness of 7, a 2+ armour save, and three wounds. Only vehicles and terrain may block line-of-sight to any individual spire, but enemy wishing to target a spire must test to see it using the *Night Fight* rules. They are immobile and count as Icons with the Mark of Chaos Undivided. As long as any part of *The Daemon's Backbone* is on the table, all summoning rolls benefit from a +1 bonus.

SET-UP

1. Set up terrain as normal.
2. Roll randomly to determine which short board edge is the Attacker's Board Edge.
3. The board is divided length-wise into thirds as shown on the map.
4. The defender may set up his obstacles and up to two fortifications in the center third of the table. The spires of *The Daemon's Backbone* are set up as shown on the map.

5. The defender deploys one HQ and two choices from the following categories: Troops, Elites, or Heavy Support in the center third of the table. The remainder of his force is held in Reserve unless they are Infiltrators.
6. The attacker deploys his entire force in the first 6" section along his board edge except for Infiltrators and Deep Strike units. Deep Strike units are held in Reserve.
7. The defender may deploy any Infiltrators anywhere on the table as long as they are at least 18" away from any enemy models and in cover.
8. The attacker may deploy any Infiltrators in the Desolation as long as they are at least 18" away from any enemy models or The Daemon's Backbone spires and in cover
9. Roll a D6. On a 1-5, the defender may choose to have first turn or to go second. On a result of 6, the attacker gets to make the choice.



MISSION OBJECTIVES

The attacker must get as many units into the Safe Zone as possible while causing damage to the defender. The attacker gets +200 Victory Points for every unit at 50% or greater unit size or mobile vehicle in the Safe Zone at the end of the game. The attacker gets +150 points for every destroyed spire in The Daemon's Backbone.

The defender must stop the attacker's progress and protect The Daemon's Backbone. The defender gets +100 points for each enemy squad or vehicle in the deployment or Desolation zones at the end of the game (these will be tortured later). The defender also gets +50 points for every squad of Daemons summoned off of The Daemon's Backbone before the end of the game.

Any unit that straddles two sections counts as being in the one furthest from the attacker's board edge.

RESERVES

The defender's Reserves enter from one of the two board edges along the center third of the table. All Deep Strike units may enter as per their normal rules.

GAME LENGTH

The game lasts six turns.

LINE OF RETREAT

If any units are forced to fall back they will do so towards their own board edge by the shortest possible route.

NOTES

It is very difficult for the attacker to gain any bonus victory points from moving into the Safe Zone, so it is important to realize that you won't be penalized if you simply move into the defenders deployment zone.

The defender gets to place his fortifications after finding out from which side the attacker will be coming from, so it is best to use this to your advantage.

DOWN IN THE HOLLOW

FORCES

Attackers (Daemon World):

1 Daemon Prince (Chaos Lord or Lieutenant). Includes a free Teleport Homer. No Greater Daemons.

Otherwise use a Standard Force Organization.

Defenders:

Standard Force Organization

ATTACKER'S OVERVIEW

The Ruinous Powers have granted you the ultimate reward, eternal life through Daemonhood. For their generosity, they expect your service whenever and wherever needed. Your masters have detected an enemy force recovering in a small valley on a planet near the Eye of Terror that has managed to escape their previous battle with some vital information. Massive warp storms have been extended to the planet to facilitate your daemonic presence. To add to your attack force you are able to call upon members of your old Legion, which your sponsors will summon to your presence as they see fit.

DEFENDER'S OVERVIEW

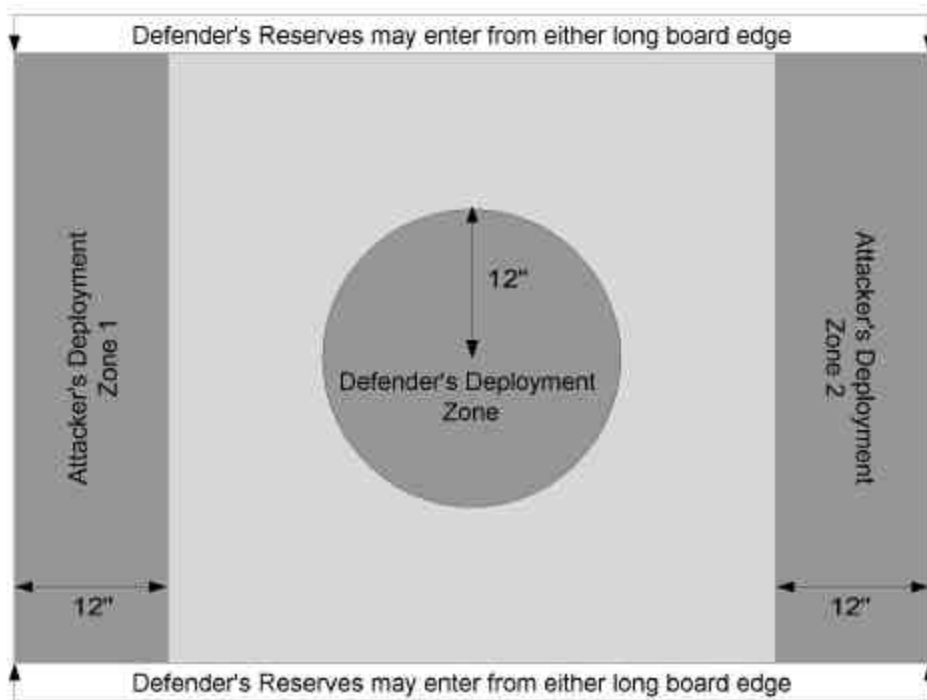
You possess valuable data regarding your enemy's deployments, but your unit was almost wiped out during your last daring raid. While you wait for reinforcements, your troopers busy themselves securing your only available cover; a rocky gorge in the bottom of a misty valley. If you can make it until your support arrives, it will be worth any cost.

SCENARIO SPECIAL RULES

Down in the Hollow missions use rules for *Deep Strike*, *Fortifications*, *Reserves*, *Random Game Length* and *Sustained Attack*.

SET-UP

1. The defender may set up his fortifications within 12" of the center of the table.
2. Roll randomly to determine which short table edge is the Attacker's board edge.
3. The defender deploys one HQ, one Troops, and up to one Heavy Support or Elites choice within 12" of the center of the table. The remainder of his force is held in Reserve.
4. The attacker deploys all Daemonic forces not held in Reserve within 12" of his board edge and at least 18" away from any of the defender's models. If he possesses a Defiler, it may be deployed touching his board edge or be held in Reserve. The remainder of his force is held in Reserve.
5. Rolls a die, on a 6 the Attacker goes first. On any other result, the Defender has first turn.



MISSION OBJECTIVES

The defender must survive. If any models that were deployed at the beginning of the game (excluding vehicles) are alive and still in their deployment zone when the game ends, the defender wins. If the attacker can kill all of those models, he has destroyed the defender's reconnaissance and wins the game.

RESERVES

The defender's Reserves may enter from one of the two long board edges or may Deep Strike if able. The only units belonging to the attacker that are eligible for Sustained Attack are Daemonic forces (excluding the Daemon Prince). Units returning to the game through Sustained Attack enter on the attacker's board edge.

The attacker's infantry Reserves may enter from his board edge or may enter as if teleporting in off of the Daemon Prince's Teleport Homer. Normal Deep Strike units may do so as normal or use the Teleport Homer. Any vehicles in the attacker's force must enter from a board edge.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

If any attacking units are forced to fall back they will do so towards their own board edge by the shortest possible route. Defending units will fall back to the closest board edge.