

SLAVES TO DARKNESS CHAOS CULTIST ARMY LIST

“Like the great storm of the Horus Heresy, the forces of the True Gods will descend upon the Emperor’s minions. The stars will tremble at their passage and the mighty armadas of the Warmaster Abaddon will bring annihilation to a hundred worlds. Know this, for these things will come to pass.”

Constanze the Prophetess

Forces

The Slaves to Darkness Chaos Cultist Army List uses the datasheets from the Slaves to Darkness Forces section.

Using The Army List

The following army list allows you to field a Chaos Cult army based on the Slaves to Darkness Cult that has arisen countless times over the millennia across the galaxy. It can also be used as a “stand in” army list for other Cult armies.

Chaos Cultist formations come in two types: *covens* and *support covens*. Each coven you include in the army allows you to field any two support covens. Although you can only take a support coven if you first take a coven, they are treated as separate independent formations during the battle and do not have to move around together. Additionally, support covens must belong to Chaos Undivided or the same faction as the coven associated with it. For example, if the army included one Khorne coven the army could include two Khorne Daemon Assault Engine formations or one Khorne Lord of Battles formation and one Undivided Defilers formation.

In addition, formations may be given upgrades. Each type of upgrade can only be taken once by a formation. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. The Nurgle Plague Tower is a special upgrade that may only be taken if the formation belongs to Nurgle, and, if taken, counts as one of the two support coven choices for the coven.

Finally, each Slaves to Darkness Chaos Cultist army may field up to two Plague Zombie Infestations and contain a Daemon Pool.

Special Rules

The *Fickle Masters* rule applies to the Slaves to Darkness Chaos Cultist army (see *Fickle Masters*). The *Summoned Units* rule applies to formations with Daemonic Pact (see *Summoned Units*). Certain units have special abilities described in *Augmented Summoning* (see *Augmented Summoning*) and *Daemonic Focus* (see *Daemonic Focus*).

SPECIAL RULE

Factions

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each Cultist Coven formation in your army belongs to before the battle and note it down on your army list.

SPECIAL RULE

Slaves to Darkness Epic Tournament Special Rules

Every Slaves to Darkness Chaos Cultist army must include an Arch-Heretic character. The Arch-Heretic character is free, you don’t have to pay any points for it, and may be added to any Daemon Prince, Demagogue or Chaos Marine Aspiring Champion unit.

Plague Zombie Infestation formations must be deployed via *teleport*. After placing the first unit roll 3D6 to see how many units are in the formation. Plague Zombie Infestation formations may contest, but not control, objectives.

SPECIAL RULE

Fickle Masters

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 lesser daemons to add to the Daemon Pool (see *Summoned Units*). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 lesser daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

SPECIAL RULE*Summoned Units¹*

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. Formations that purchase the Daemonic Pact upgrade are able to summon daemons to the battlefield.

Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit are listed below in parentheses after each unit). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a "chain" of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

<i>Faction</i>	<i>Daemons</i>
Khorne	Bloodthirster (8), Bloodletters (1), Daemonic Beasts (1)
Nurgle	Great Unclean One (8), Plaguebearers (1), Daemonic Beasts (1)
Slaanesh	Keeper of Secrets (8), Daemonettes (1), Daemonic Beasts (1)
Tzeentch	Lord of Change (8), Flamers (1), Daemonic Beasts (1)
Chaos	Bloodthirster (8), Great Unclean One (8), Keeper of Secrets (8), Lord of Change (8), Bloodletters (2),
Undivided	Plaguebearers (2), Daemonettes (2), Flamers (2), Daemonic Beasts (1)

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. Summoned units are Expendable, but they are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by Blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers for assault resolution. If a formation loses an assault (see Loser Withdraws) remove extra hits from the formation before it is broken and all the remaining summoned units are then removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see Daemonic Focus). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

1. Summoned Units

Q: Does the action that a formation will carry out need to be declared before daemonic units are summoned?

A: Yes.

SLAVES TO DARKNESS CHAOS CULTIST ARMY LIST

Slaves to Darkness Chaos Cultist armies have a strategy rating of 1. All formations have an initiative rating of 2+.

SLAVES TO DARKNESS COVENS		
FORMATION	UNITS	COST
Cultist Coven	One Demagogue or Chaos Marine Aspiring Champion and any eleven of the following units: Cultists, Mutants. This formation has Daemonic Pact and adds one lesser daemon to the Daemon Pool.	200 points

SLAVES TO DARKNESS UPGRADES		
<i>(Each upgrade may be taken once per coven. The Nurgle Plague Tower may only be taken if the formation belongs to Nurgle, and, if taken, counts as one of the two support coven choices for the coven.)</i>		
UPGRADE	UNITS	COST
Big Mutants	Replace up to six Mutants with an equal number of Big Mutants	+20 points each
Chaos Altar	Add one Chaos Altar	+150 points
Chaos Hounds	Add up to three Chaos Hounds	+10 points each
Chaos Spawn	Add one Chaos Spawn unit	+25 points
Cultists or Mutants	Add up to eight of any of the following units: Cultists, Mutants	+15 points each
Daemon Prince	Replace a Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince	+50 points
Icon Bearer	Add one Icon Bearer character	+25 points
Technicals	Add up to two Technicals	+25 points each
Transports	Add just enough Land Transporters to transport the entire formation	+10 points each
Nurgle Plague Tower	Add one Plague Tower	+300 points

SLAVES TO DARKNESS SUPPORT COVENS		
<i>(Any two support covens may be fielded per each coven. These must belong to Chaos Undivided or the same faction as this coven.)</i>		
FORMATION	UNITS	COST
Chaos Undivided Defilers	Four Defilers	250 points
Chaos Undivided Hellfire Cannons	Four Hellfire Cannons	200 points
Khorne Daemonic Assault Engines	Four Daemonic Assault Engines (Add up to two Daemonic Assault Engines)	275 points (+75 points each)
Khorne Lord of Battles	Up to two Lord of Battles	400 points each
Nurgle Contagion Towers	Four Contagion Towers	325 points
Nurgle Plague Towers	Up to two Plague Towers	300 points each
Slaanesh Daemon Knights	Four Daemon Knights	275 points
Slaanesh Daemon Scout Titans	Up to any two of the following units:	Questor Subjugator
		275 points each 225 points each
Tzeentch Doomwings	Three Doomwings	150 points
Tzeentch Firelords	Two Firelords (Add up to one Firelord)	250 points (+100 points)
Tzeentch Silver Towers	Four Silver Towers	325 points

PLAGUE ZOMBIE INFESTATIONS		
FORMATION	UNITS	COST
0–2 Plague Zombie Infestations	3d6 Plague Zombies	175 points

DAEMON POOL	
UNIT	COST
Greater Daemon	+50 points each
Lesser Daemon	+15 points each

SLAVES TO DARKNESS FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Arch-Heretic	CH	n/a	n/a	n/a	n/a	-			<i>Supreme Commander.</i>
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			<i>Daemonic Focus, Invulnerable Save, Leader.</i>
Big Mutants	INF	15cm	3+	4+	4+	2× Heavy Stubber	30cm	AP6+	<i>Counts as two units for the purposes of being transported.</i>
						Big Weapons	(bc)	Assault Weapons, EA(+1), MW	
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(bc)	Assault Weapons, EA(+1)	<i>Expendable, Invulnerable Save.</i>
Chaos Hounds	INF	30cm	6+	4+	-	-			
Chaos Marine Aspiring Champion	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	<i>Commander, Invulnerable Save, Leader.</i>
						Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	
Chaos Spawn	INF	15cm	3+	3+	-	Horrific Mutations	(bc)	Assault Weapons, EA(+D3)	<i>Fearless, Invulnerable Save. Counts as two units for the purposes of being transported.</i>
Cultists	INF	15cm	-	5+	6+	Heavy Weapons	30cm	AP6+/AT6+	
Daemon Prince	INF	15cm	3+	3+	3+	Warp Blast	(15cm)	Small Arms, EA(+1), MW	<i>Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.</i>
		(30cm)	(4+)			Possessed Weapon	(bc)	Assault Weapons, EA(+2), MW	
Daemonettes	INF	20cm	4+	3+	-	-			<i>Expendable, First Strike, Invulnerable Save.</i>
Daemonic Beasts	INF	20cm	4+	3+	-	-			<i>Expendable, Infiltrator, Invulnerable Save.</i>
Demagogue	INF	15cm	6+	5+	5+	Heavy Weapons	30cm	AP6+/AT6+	<i>Augmented Summoning (+2D3), Invulnerable Save.</i>
						Arcane Powers	30cm	MW6+	
						Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	
Flamers	INF	15cm	5+	5+	3+	Flames of Tzeentch	(15cm)	Small Arms	<i>Expendable, Invulnerable Save.</i>
Mutants	INF	15cm	6+	4+	6+	Firearms	(15cm)	Small Arms	
Plague Zombies	INF	10cm	5+	6+	-	-			<i>Fearless, Infiltrator, Teleport.</i>
Plaguebearers	INF	15cm	3+	4+	6+	Plague of Flies	(15cm)	Small Arms	<i>Expendable, Invulnerable Save.</i>
Land Transporter	LV	30cm	5+	6+	6+	Heavy Weapons	30cm	AP6+/AT6+	<i>Transport. May transport two infantry units without Jump Packs or Mounted.</i>
Technical	LV	30cm	5+	6+	6+	Anti-aircraft Cannon	30cm	AP6+/AT6+/AA6+	
Contagion Tower	AV	15cm	5+	5+	5+	Plague Catapult	45cm	1BP, D, Ind	<i>Fearless, Invulnerable Save.</i>
						Vomit Cannon	30cm	AP4+/AT6+, IC	
Daemon Assault Engine	AV	25cm	4+	3+	5+	Blood Cannon	30cm	2× AP4+/AT5+	<i>Fearless, Reinforced Armour.</i>
						Daemon Blades	(bc)	Assault Weapons, EA(+D3)	
Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3× AP3+/AT5+	<i>Fearless, Invulnerable Save, Scout, Walker.</i>
Defiler	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+/AT4+	<i>Fearless, Infiltrator, Invulnerable Save, Walker.</i>
						Reaper Autocannon	30cm	AP4+/AT6+	
						Twin Heavy Flamer	15cm	AP3+, IC	
						Battle Claws	(bc)	Assault Weapons, EA(+1), MW	
Hellfire Cannon	AV	15cm	4+	5+	4+	Hellfire Cannon	75cm	MW4+	<i>Fearless, Invulnerable Save.</i>
Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons	45cm	3× AP4+/AT4+	<i>Fearless, Invulnerable Save, Skimmer.</i>
						Beam of Power	60cm	MW5+	
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne	(bc)	Assault Weapons, EA(+3), TK	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>

Chaos Altar	WE	15cm (25cm)	4+ (5+)	4+	4+	Arcane Technology	45cm	D3× AP4+/AT4+/AA4+	<i>Augmented Summoning (+2), Daemonic Focus, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Reinforced Armour. A Chaos Altar may be wheeled, the unit gains a move of 25cm while its armour value is reduced to 5+. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 6+.</i>
Great Unclean One	WE	15cm	4+	4+	4+	Stream of Corruption and Nurgling Swarm	15cm (15cm) (bc)	3BP, IC Small Arms, EA(+1), IC Assault Weapons, EA(+1)	<i>Daemonic Focus, Damage Capacity 4, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
Keeper of Secrets	WE	20cm	4+	3+	4+	Gaze of Slaanesh and Lash of Torment	30cm (15cm) (bc)	3× MW4+ Small Arms, EA(+1), FS, MW Assault Weapons, EA(+1), FS, MW	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
Lord of Battle	WE	25cm	4+	2+	4+	Chain Fist Death Storm 2× Battle Cannon	45cm 45cm 75cm	Assault Weapons, EA(+3), MW 4× AP4+/AT4+ AP4+/AT4+	<i>Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 4+.</i>
Lord of Change	WE	30cm	4+	5+	3+	Withering Gaze and Bedlam Staff	45cm (15cm) (bc)	2× MW3+ Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
Plague Tower	WE	15cm	4+	4+	4+	Plague Mortar 2× Battle Cannon Rot Cannon	60cm 75cm 90cm	D3+3BP, FxF, D AP4+/AT4+ AP3+/AT5+, FxF, IC	<i>Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Transport. May transport sixteen Great Unclean Ones or infantry units without Jump Packs or Mounted; Great Unclean Ones count as two units each. Critical Hit Effect: The unit takes a point of damage and D3 units of the player's choice that are being transported are destroyed.</i>
Questor Titan	WE	35cm	5+	5+	3+	2× Castigator Cannon 2× Battle Cannon	45cm 75cm	3× AP3+/AT5+ AP4+/AT4+	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i>
Subjugator Titan	WE	35cm	5+	3+	5+	2× Battle Cannon 2× Hellblades	75cm (bc)	AP4+/AT4+ Assault Weapons, EA(+1), TK(D3)	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i>
Doomwing	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	AP4+/AT5+/AA5+, FxF, IC	<i>Invulnerable Save.</i>
Firelord	AC	Bomber	4+	n/a	n/a	Flame Cannon Twin Lascannon Firestorm Bombs	15cm 45cm 15cm	AP4+/AT5+/AA5+, FxF, IC AT4+/AA4+, FxF D3BP, FxF, IC	<i>Invulnerable Save.</i>

SPECIAL RULE

Augmented Summoning

Some chaos units are noted as having *Augmented Summoning* (+x). Units with this ability add a number of summoning points equal to “x” when the formation they are in summons daemons (see *Summoned Units*). For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3.

SPECIAL RULE

Daemonic Focus

Certain Chaos units are noted as having *Daemonic Focus*. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with daemonic Focus may not be used to keep summoned units in play if the formation is broken.