

DAEMONS CHEAT SHEET



The following sheet contains numerous tables, and rules which apply to Daemons in 2nd edition Warhammer 40K.

DAEMONIC AURA

- Unless noted, all Daemons feature a **Daemonic Aura**: a 4+ armour save which is never modified. (Invulnerable)
- Daemonic Aura** offers NO save vs. Psychic attacks – including attacks by Force Weapons
- Notably, *Blood Thirsters* and *Tzeentch Horrors* do NOT have **Daemonic Auras**.

DAEMONIC ANIMOSITY

- Daemons of Tzeentch have **Daemonic Animosity** vs. Daemons of Nurgle and vice versa.
- Daemons of Khorne have **Daemonic Animosity** vs. Daemons of Slaanesh and vice versa.
- If opposing Daemons are within 12" of each other and are NOT in close combat, **roll on the following table at the beginning of your turn** (roll a D6 for each unit of Daemons or Greater Daemon within range):

1-2: *The Daemons spot their long-time enemies and both units/daemons charge each other, disappearing into the warp to continue combat. Remove both units/daemons from the game. They do not count toward victory points.*

3-4: *The Daemons are unsettled by their nearby rivals and refuse to move or do anything this turn. They will fight back in close-combat as normal.*

5-6: *The Daemons begrudgingly ignore each other and carry on with their tasks – no effect.*

- This rule does not apply to Daemonic creatures which are given as gifts (Steeds, Beasts of Nurgle, Juggernauts, etc.)

SUMMONING DAEMONS

- Daemons are purchased as part of an army as normal.
- Daemons are not deployed like normal models (unless specifically noted such as *Nurglings*). They remain off-board until summoned.
- Daemons may only be purchased if a model bearing the Mark of their Chaos God is purchased** (such as a **Marked Champion**, etc.).

EARNING SUMMONING POINTS

- Daemons which have been purchased for an army may be summoned **during the Psychic Phase of either player's turn**.
- In order to summon a daemon you must accrue **Summoning Points**, needing 2 points to summon a standard daemon, and 10 points to bring on a Great Daemon.
- When a daemon is summoned, its cost is subtracted from your **Summoning Points** pool and the daemon must be placed within 6" of a model in your army which bears the Mark of Chaos for the daemon's power.
- An army featuring more than one Chaos God/Power must keep **Summoning Points** separate for each God. You may NOT summon a Khorne Daemon by using Nurgle generated **Summoning Points**, etc.

KHORNE SUMMONING POINTS

- Each **hit** (*not wound!*) scored in close combat by a model in your army generates 1 Summoning Point. A model which bears the **Mark of Khorne** gains 2 Summoning Points per hit – instead of one.

NURGLE SUMMONING POINTS

- Each **wound** inflicted by either shooting or close-combat generates 1 Summoning Point. **A model bearing the Mark of Nurgle generates 2 Summoning Points per hit – instead of one.**

SLAANESH SUMMONING POINTS

- Every time an enemy unit or model takes a Leadership Test (for any reason) then you score **Summoning Points** equal to half of that unit's Leadership value (rounding up!). **If the test was caused by a model bearing the Mark of Slaanesh, you gain points equal to the full Leadership value.**
- You may not "double dip" for a unit with multiple Leadership values.

TZEENTCH SUMMONING POINTS

- Each **Force Card** used by any player in the game generates 1 Summoning Point (or 3 in the case of *Ultimate Force*). Discarded Force Cards do not generate points. **Force Cards used by a model bearing the Mark of Tzeentch generate 2 points each.**

SUMMONING DAEMONS (CONT.)

- Daemons are summoned at the **end of the Psychic Phase** – after any powers have been used.
- Any points which you do not use may be kept and used at a later time.
- Summoned Daemons must be placed within 6" of a model bearing the Mark of their Chaos God.
- You may not place a Daemon within 1" of an enemy model.
- A Greater Daemon is placed and counts as a normal character.
- **Other Daemons must be placed in units of three or more** (meaning you must spend at least 6 Summoning Points to summon any Daemons at all).
- **Daemons of one type summoned in a Psychic Phase must be placed in one unit** (you may not split six Daemons of the same type into two units of three – they must be placed as a unit of six!)
- Daemons summoned in subsequent turns MAY be added to existing Daemon units if so desired (*the target unit must be within 6" of a Marked model though!*)
- If **Energy Drain** is played during this Psychic Phase you may summon NO Daemons in this phase (but Summoning Points remain in your pool).

POSSESSING MODELS

- A Daemon may possess a model bearing its Mark of Chaos (replacing it completely) without needing to spend any **Summoning Points**.
- **Greater Daemons** may only possess a *Chaos Champion, Sorcerer or Lord*.
- **You MAY occupy a model which is in close combat.**
- Models possessed are slain and count as casualties for the purposes of determining game results.
- Normal Daemons which wish to possess models must still enter the game in a **minimum unit size of three**.

POSSESSING TELEPORTING MODELS

- Daemons might be able to possess enemy models which are attempting to teleport (into the game, or during the game).
- **If Daemons are available** (i.e. the Chaos player has purchased Daemons which have not been summoned yet), **any model which teleports must roll a D6 after it teleports (each time!)**.
- Teleporting models include: *Terminators, Warp Spiders*, Characters using Warp wargear, any models using the Psychic Power *The Gate and Displacement*.

- When a model teleports, place it as normal and then roll a D6. On a roll of 1, the model is possessed and the Chaos player may replace the model with a Daemon of his choice.
- **Grey Knights and Inquisitors are exempt from this rule.**

BANISHMENT!

- ***If, at any time, the Chaos army loses all of its models bearing the Mark of Chaos for Daemons in play – those Daemons are immediately removed from play.***

DAEMONIC PSYCHIC POWERS

- The *Great Unclean One, Keeper of Secrets, and Lord of Change* are all level 4 Psykers of their respective Chaos God/Powers.
- These *Greater Daemons* are assumed to have all of their respective powers – do not draw cards for them, simply leave the cards for further sorcerers.
- Normal Daemons likewise have access to powers as listed on **page 66 of the Codex** – the powers available depend on the size of the Daemon unit. As a unit expands or decreases its power options will change.

DAEMONIC NOTES

- Daemons are never impacted by **Blinding** related attacks.
- Daemons are affected by **Flamers** as normal but do not act as if on fire (even if still burning!)
- Daemons are immune to **gases/toxins/poisons**.
- *Tyranid Venom Cannons, Spinefist and Devourer* count as half Strength vs. Daemons
- Daemons are not affected by **Graviton Guns**
- *Greater Daemons* are generally considered **Dreadnought sized models** for targeting/special weapons, etc.
- *Electro-Hull* and *Voltage Fields* have no effect on Daemons.

PSYCHIC ATTACKS AND FORCE WEAPONS

- Daemons generally **DO NOT** receive Daemonic Aura vs. Psychic Powers
- *Tyranid Boneswords*, and *Sharpened Claws* ignore Daemonic Aura – so do Eldar's *Sword of Asur* and *Wailing Doom*.
- **The following weapons wound Daemons automatically and ignore Daemonic Aura:** *Force Sword, Force Axe, Force Rod, Psycannon, Nemesis Force Weapon, Weirdboy Staff, Staff of Ulthamar, Witch Blade* and *Singing Spear*