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, Chaos Daemon Engine support covens must owe allegiance to Chaos Undivided or the same chaos god as the Cultist coven associated with it. For example, if the army included two Khorne Stigmatus Cultist covens the army could include two Khorne daemon engines covens or one Khorne and one undivided daemon engine coven.

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 owes allegiance to the chaos god 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

Certain units have special abilities described in *Augmented Summoning* (see *Augmented Summoning*) and *Daemonic Focus* (see *Daemonic Focus*).

SPECIAL RULE

Slaves to Darkness Epic Tournament Special Rules

Arch-Heretic: 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.

Formation Allegiance: Each formation in a Slaves to Darkness Chaos Cultist army owes allegiance to Chaos Undivided or one of the four chaos gods: Khorne, Nurgle, Slaanesh or Tzeentch. The player must declare each formation's allegiance before the battle, noting it down on their army list.

Plague Zombies: Plague Zombie Infestation formations must be deployed via *teleport*. After placing the first unit roll 3+2D6 to see how many units are in the formation. Plague Zombie Infestation formations may contest, but not control, objectives.

Summoning Point Costs: The summoning point costs for a Slaves to Darkness Chaos Cultist army are below. If a row contains a point cost in parentheses than this is the cost for formations that owe allegiance to Chaos Undivided.

Lesser Daemon Summoning Point Costs		
Daemon	*Allegiance*	*Summoning Points*
Daemonic Beasts	Any	1
Bloodletters	Khorne	1 (2)
Plaguebearers	Nurgle	1 (2)
Daemonettes	Slaanesh	1 (2)
Flamers	Tzeentch	1 (2)

Greater Daemon Summoning Point Costs		
Daemon	*Allegiance*	*Summoning Points*
Bloodthirster	Khorne	8
Great Unclean One	Nurgle	8
Keeper of Secrets	Slaanesh	8
Lord of Change	Tzeentch	8

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 Units

Unbroken formations with Daemonic Pact are able to summon daemons with a similar allegiance (or daemons of any allegiance if the formation owes allegiance to Chaos Undivided) to the battlefield from the Daemon Pool.

Daemons in the Daemon Pool are noted only as being lesser or greater daemons when they are purchased, they should be thought of as markers. The Chaos player must declare the number of lesser and greater daemons in the Daemon Pool in some fashion that is easily apparent to their opponent at all times. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons to the battlefield.

A formation may summon daemonic units from the Daemon Pool as part of its action before declaring which action it will carry out. The formation generates 2d3 summoning points that can be used to move daemons from the Daemon Pool to the battlefield where they are converted to actual daemonic units. The allegiance of the summoning formation determines which daemonic units it may summon, while the daemonic units available to summon (and their respective summoning point costs) are defined in the specific Chaos army lists. Summoning points must be used immediately or lost, but un-summoned daemons in the Daemon Pool remain to be summoned by other formations or on later turns.

Summoned daemonic units must be placed within 5cm of a unit from the formation that was there prior to summoning, you may not place a "chain" of summoned units. They also may not be placed in enemy zone of control or in impassable terrain. Finally, an army may only have one greater daemon with a given allegiance on the battlefield at any one time. Summoned daemonic units count as part of the formation that summoned them while they remain on the battlefield.

Daemonic units that are destroyed are removed from play and not put back into the Daemon Pool. If a formation with daemonic units is broken then all the daemonic units are removed from play as well. If a formation with daemonic units loses an assault (see Work Out Result) the extra hits it suffers occur before it becomes broken and the daemonic units are removed from play. Also note that daemonic units do count towards the "For each kill you have inflicted during the assault" assault modifier of your opponent.

In the End phase, after all rally tests, all summoned daemonic units are converted back into daemon markers and returned to the Daemon Pool. Note that this may lead to the formation breaking. War Engine units that are returned to the Daemon Pool keep their current DC and do not heal back to full DC. If they are summoned again they will have the same DC they had before being returned to the Daemon Pool.

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
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

(Each upgrade may be taken once per coven. Nurgle Plague Towers may only be taken if its formation owes allegiance to Nurgle and counts as one of the two support coven choices for the coven.)

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

(Any two support covens may be fielded per each coven. These must owe allegiance to Chaos Undivided or the same chaos god as this coven.)

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		275 points
	(Add up to two Daemonic Assault Engines)		(+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	275 points each
		Subjugator	225 points each
Tzeentch Doomwings	Three Doomwings		150 points
Tzeentch Firelords	Two Firelords		250 points
	(Add up to one Firelord)		(+100 points)
Tzeentch Silver Towers	Four Silver Towers		300 points

PLAGUE ZOMBIE INFESTATIONS

FORMATION	UNITS	COST
0–2 Plague Zombie Infestations	3+2D6 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	-			*Supreme Commander.*
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			*Daemonic Focus, Invulnerable Save, Leader.*
Big Mutants	INF	15cm	3+	4+	4+	2× Heavy Stubber	30cm	AP6+	*Counts as two units for the purposes of being transported.*
						Big Weapons	(bc)	Assault Weapons, EA(+1), MW	
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(bc)	Assault Weapons, EA(+1)	*Expendable, Invulnerable Save.*
Chaos Hounds	INF	30cm	6+	4+	-	-			
Chaos Marine Aspiring Champion	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	*Commander, Invulnerable Save, Leader.*
						Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	
Chaos Spawn	INF	15cm	3+	3+	-	Horrific Mutations	(bc)	Assault Weapons, EA(+D3)	*Fearless, Invulnerable Save. Counts as two units for the purposes of being transported.*
Cultists	INF	15cm	-	5+	6+	Heavy Weapons	30cm	AP6+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast	(15cm)	Small Arms, EA(+1), MW	*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+.*
						Possessed Weapon	(bc)	Assault Weapons, EA(+2), MW	
Daemonettes	INF	20cm	4+	3+	-	-			*Expendable, First Strike, Invulnerable Save.*
Daemonic Beasts	INF	20cm	4+	3+	-	-			*Expendable, Infiltrator, Invulnerable Save.*
Demagogue	INF	15cm	6+	5+	5+	Heavy Weapons	30cm	AP6+/AT6+	*Augmented Summoning (+2D3), Invulnerable Save.*
						Arcane Powers	30cm	MW6+	
						Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	
Flamers	INF	15cm	5+	5+	3+	Flames of Tzeentch	(15cm)	Small Arms	*Expendable, Invulnerable Save.*
Mutants	INF	15cm	6+	4+	6+	Firearms	(15cm)	Small Arms	
Plague Zombies	INF	10cm	5+	6+		-			*Fearless, Infiltrator, Teleport.*
Plaguebearers	INF	15cm	3+	4+	6+	Plague of Flies	(15cm)	Small Arms	*Expendable, Invulnerable Save.*
Land Transporter	LV	30cm	5+	6+	6+	Heavy Weapons	30cm	AP6+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted.*
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	*Fearless, Invulnerable Save.*
						Vomit Cannon	30cm	AP4+/AT6+, IC	
Daemon Assault Engine	AV	25cm	4+	3+	5+	Blood Cannon	30cm	2× AP4+/AT5+	*Fearless, Reinforced Armour.*
						Daemon Blades	(bc)	Assault Weapons, EA(+D3)	
Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3× AP3+/AT5+	*Fearless, Invulnerable Save, Scout, Walker.*
Defiler	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+/AT4+	*Fearless, Infiltrator, Invulnerable Save, Walker.*
						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+	*Fearless, Invulnerable Save.*
Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons	45cm	3× AP4+/AT4+	*Fearless, Invulnerable Save, Skimmer.*
						Beam of Power	60cm	MW5+	
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne	(bc)	Assault Weapons, EA(+3), TK	*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+.*

Chaos Altar	WE	15cm (25cm)	4+ (5+)	4+	4+	Arcane Technology	45cm	D3× AP4+/AT4+/AA4+	*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+.*
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)	*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+.*
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	*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+.*
Lord of Battles	WE	25cm	4+	2+	4+	Chain Fist Death Storm 2× Battle Cannon	(bc) 45cm 75cm	Assault Weapons, EA(+3), MW 4× AP4+/AT4+ AP4+/AT4+	*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+.*
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	*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+.*
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	*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.*
Questor Titan	WE	35cm	5+	5+	3+	2× Castigator Cannon 2× Battle Cannon	45cm 75cm	3× AP3+/AT5+ AP4+/AT4+	*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+.*
Subjugator Titan	WE	35cm	5+	3+	5+	2× Battle Cannon 2× Hellblades	75cm (bc)	AP4+/AT4+ Assault Weapons, EA(+1), TK(D3)	*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+.*
Doomwing	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	2× AP4+/AT5+/AA6+, FxF, IC	*Invulnerable Save.*
Firelord	AC	Bomber	4+	n/a	n/a	Flame Cannon Twin Lascannon Firestorm Bombs	15cm 45cm 15cm	2× AP4+/AT5+/AA6+, FxF, IC AT4+/AA4+, FxF D3BP, FxF, IC	*Invulnerable Save.*

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.