



DAEMON LEGIONS

VS BRETT - 4 495 POINTS



1795 pts (40.00 %) 1135 pts (25.00 %) 881 pts (20.00 %) 839 pts (19.00 %)
Characters **Core** **Aves** **Special**
 (40 Max) (25 Least) (35 Max) (0 NoLimit)


Characters



COURTESAN OF CIBARESH


Courtesan of Cibaresh - *Gigantic - Beast - 50x100*

780 POINTS



Global	Adv	Mar	Dis				Model Rules
	9"	18"	9				Fearless, Supernal, Wizard Apprentice, Avert your Gaze, Dominion of Lust
Defensive	HP	Def	Res	Arm	Aeg		
	6	7	5	0	5+	Distracting, Hard Target	
Offensive	Att	Off	Str	Ap	Agi		
Courtesan of Cibaresh	6	7	5	4	7	Razor Tentacles, Hand Weapon	


Options | General • Wizard Adept • Witchcraft • Greater Dominion • Iron Husk • Hot Blood



OMEN OF SAVAR #1

Omen of Savar - *Large - Construct - 50x100*

795 POINTS



Global	Adv	Mar	Dis				Model Rules
	6"	18"	9				Fear, Fearless, Supernal, Wizard Apprentice, Divine Right, Dominion of Pride
Defensive	HP	Def	Res	Arm	Aeg		
	4	7	5	0	6+	Aegis	
Offensive	Att	Off	Str	Ap	Agi		
Omen of Savar	D6+2	D6+5	6	3	6	Hand Weapon	




MOUNT THRONE OF OVERWHELMING SPLENDOUR

Global	Adv	Mar	Dis				Model Rules
	9"	9"	C				Fly, Light Troops, Swiftstride, Towering Presence, Rising Star
	9"	9"					
Defensive	HP	Def	Res	Arm	Aeg		
	5	C	C	C	4+		
Offensive	Att	Off	Str	Ap	Agi		
Writhing Majesties	4	4	4	1	4	Harnessed	
Chassis			5	2	Impact Hits, Inanimate		

Options | Wizard Adept • Throne of Overwhelming Splendour • Living Shield • Bronze Backbone



HARBINGER OF FATHER CHAOS #1

Harbinger of Father Chaos - *Standard - Beast - 25x25*

220 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	8				Fearless, Light Troops, Supernal
Defensive	HP	Def	Res	Arm	Aeg		
	3	5	4	0	4+		
Offensive	Att	Off	Str	Ap	Agi		
Harbinger	3	5	5	2	5	Hand Weapon	

Options

Battle Standard Bearer • Hot Blood

Core

**IMPS #1**Imps **x10** - Standard - Beast - 25x25**205** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Imp	1	2	2	0	3

**IMPS #2**Imps **x10** - Standard - Beast - 25x25**205** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Imp	1	2	2	0	3

**SUCCUBI #1**Succubi **x10** - Standard - Beast - 25x25**245** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Succubus	3	4	3	1	5

Options

Champion • Standard Bearer

**SUCCUBI #2**Succubi **x10** - Standard - Beast - 25x25**245** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Succubus	3	4	3	1	5

Options


Champion • Standard Bearer

**MYRMIDONS #1**Myrmidons **x10** - Standard - Beast - 25x25**235** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	0	5+	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Myrmidon	1	5	5	1	4	Devastating Charge, Fight in Extra Rank

Options	Champion • Standard Bearer
Special	

	THRESHING ENGINE #1 Threshing Engine - Large - Construct - 50x100	370 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	10"	10"	7	Fearless, Supernal, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	4	4	4	0	5+	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Tiller	2	4	3	3	3	
Draft Beast	1	3	3	0	3	Harnessed
Chassis			4	3		Impact Hits, Inanimate

Options	Standard Bearer • Legion Thresher • Whipcrack Tail
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	CLAWED FIENDS #1 Clawed Fiends x3 - Large - Beast - 40x40	299 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	7	Fearless, Scoring, Supernal		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	4	4	0	5+	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clawed Fiend	3	4	4	2	4	Smother

Options	Champion • Standard Bearer • Mesmerising Plumage
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	EIDOLONS #1 Eidolons x5 - Standard - Beast - 25x25	170 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	7	Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	4	0	5+	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Eidolon	1	2	2	0	3	Dark Fire

Aves

	BLOAT FLIES #1 Bloat Flies x3 - Large - Beast - 50x75	368 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	2"	4"	8	Fear, Fearless, Fly, Light Troops, Supernal, Acid Blood		
	6"	14"				

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	2	4	0	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Bloat Fly	2	5	6	3	3

Options	Champion • Musician • Standard Bearer • Kaleidoscopic Flesh
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BLOAT FLIES #2

Bloat Flies x3 - Large - Beast - 50x75

358 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	2"	4"	8	Fear, Fearless, Fly, Light Troops, Supernal, Acid Blood
	6"	14"		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	2	4	0	Fortitude

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Bloat Fly	2	5	6	3	3

Options	Champion • Standard Bearer • Kaleidoscopic Flesh
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H rep Spear of Infinity</i>				
<i>Mf</i>	4+	24"	Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Missile, Translation missing: en.magic_spell.type_target.Damage	Instant
<i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)]. The hits from Spear of Infinity gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of Spear of Infinity).</i>				



		Casting	Range	Type	Duration	Effect
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
3	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
2	Deceptive Glamour	4+ [6+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
A	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.
4	The Wheel Turns	8+ [10+]	24"	Hex	One Turn	Melee Attacks made by [and distributed towards] R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by [and allocated against] R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Model Rules

Acid Blood: For each Fortitude Save the model fails against enemy Melee Attacks, the model immediately inflicts 1 hit with Toxic Attacks on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool.

Aegis:

Avert your Gaze: Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

Dark Fire: Shooting Weapon
Range 18", Shots 2, Str 4, AP 0.

Armour Save rolls of '1', '2', '3', and '4' are always considered failed when saving wounds caused by Dark Fire

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Divine Right: The model cannot join units with other Characters and other Characters cannot join its unit. The model **must** issue a Duel whenever possible (this cannot be prevented by issuing a Duel with another friendly model first). This duel **must** (if possible) be accepted by a Character unless a Champion accepts first. In addition, when fighting a Duel, the model gains **Lethal Strike** and **Multiple Wounds (2)**.

Dominion of Lust: The model gains **Strider**. When rolling their Charge Range in the Charge Phase, units consisting entirely of models with Dominion of Lust **must** reroll failed Charge Range rolls if they are Located in the Charged unit's Flank or Rear Arc .

Dominion of Pride: Units with more than half of their models with this rule may reroll failed Discipline Tests.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fight in Extra Rank:

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Fortitude: Fortitude is a Special Save . Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Razor Tentacles: If the attack hits an enemy R&F model and the attacker is Engaged with the target's Flank or Rear Facing, the attacker inflicts additional hits, up to a maximum of 4, with the following rules: • Flank: 1 additional hit for each file of the target's unit after the first. • Rear: 1 additional hit for each rank of the target's unit after the first. • The Strength and Armour Penetration of the additional hits are **always** set to half the attacker's Strength and Armour Penetration respectively, rounding fractions up. • The additional hits do not generate any further hits, and they are Melee Attacks that are distributed onto the target's unit.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2

"Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Smother: If the attack is allocated towards a Large model, it gains +1 to hit and +1 to wound.

Supernal:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Imps #1	Imps #2	Succubi #1	Succubi #2	Myrmidons #1	Bloat Flies #1	Bloat Flies #2	Threshing Engine #1	Courtesan of Cibaresh	Omen of Savar #1	Harbinger of Father Chaos #1	Clawed Fiends #1	Eidolons #1
