



DAEMON LEGIONS

DD - 4 771 POINTS



1810 pts (40.00 %) 1210 pts (27.00 %) 521 pts (12.00 %) 1230 pts (27.00 %)

Characters **Core** **Aves** **Special**
 (40 Max) (25 Least) (35 Max) (0 NoLimit)

Characters



LADRE DE SUGULAG #1
 Miser of Sugulag - Gigantic - Beast - 50x100

970 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|------------------|--|-----|-----|--|-----|
| | 7" | 14" | 9 | Fearless, Fearless, Supernal, Wizard Apprentice, Wizard Apprentice, Dominion of Greed, Dominion of Greed | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 6 | 6 | 7 | 0 | 5+ |
| | Half Off, Half Off, Abyssal Armour, Abyssal Armour | | | | |
| Offensive | Att | Off | Str | Ap | Agi |
| Miser of Sugulag | 5 | 5 | 5 | 2 | 2 |
| | Hand Weapon | | | | |

| | |
|----------------|---|
| Options | General • Wizard Master • Divination • Greater Dominion • Mirrored Scales |
|----------------|---|



FLEAU DE VANADRA #1
 Vanadra's Scourge - Gigantic - Beast - 50x100

840 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-------------------|---|-----|-----|--|-----|
| | 8" | 16" | 9 | Fearless, Fly, Light Troops, Supernal, Dominion of Wrath, Rage | |
| | 7" | 14" | | | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 7 | 4 | 6 | 0 | 5+ |
| | Aegis, Aegis | | | | |
| Offensive | Att | Off | Str | Ap | Agi |
| Vanadra's Scourge | 5 | 7 | 7 | 4 | 0 |
| | Battle Focus, Devastating Charge, Hand Weapon | | | | |

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|----------------|--|
| Options | Wizard Apprentice • Chitinous Scales • Living Shield |
|----------------|--|

Core



SUCCUBES #1
 Succubi x10 - Standard - Beast - 25x25

275 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 |

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|----------------|---|
| Options | Champion • Musician • Standard Bearer • Mesmerising Plumage |
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SUCCUBES #2

Succubi **x10** - Standard - Beast - 25x25

275 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------|-----|-----|-----|---------------------------------------|-----|
| | 5" | 10" | 7 | Fearless, 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 |

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|----------------|---|
| Options | Champion • Musician • Standard Bearer • Mesmerising Plumage |
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LEMURES #1

Lemures **x10** - Standard - Beast - 25x25

300 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----|-----|-----|-----------------------------|----------|
| | 4" | 8" | 7 | Fearless, Scoring, Supernal | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 1 | 3 | 5 | 0 | 5+ Parry |
| Offensive | Att | Off | Str | Ap | Agi |
| Lemure | 1 | 3 | 3 | 0 | 2 |

| | |
|----------------|--|
| Options | Champion • Standard Bearer • Unnatural Roots |
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MYRMIDONS #1

Myrmidons **x13** - Standard - Beast - 25x25

360 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------|-----|-----|-----|-----------------------------|---|
| | 5" | 10" | 8 | Fearless, Scoring, Supernal | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 1 | 4 | 3 | 0 | 5+ |
| Offensive | Att | Off | Str | Ap | Agi |
| Myrmidon | 1 | 5 | 5 | 1 | 4 Devastating Charge, Fight in Extra Rank |

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|----------------|--|
| Options | Champion • Musician • Standard Bearer • Piercing Spike |
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Special



CHIENS DEMONIAQUES #1

Hellhounds **x12** - Standard - Beast - 25x50

315 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|------------------|-----|-----|-----|---|-----------------|
| | 9" | 18" | 7 | Fearless, Fearless, Supernal, Supernal, Hellish Growl | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 1 | 3 | 4 | 0 | 5+ |
| Offensive | Att | Off | Str | Ap | Agi |
| Hellhound | 3 | 5 | 3 | 0 | 4 Lethal Strike |

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| Options | Incendiary Ichor |
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CHAR TITANICIDE #1
Titanslayer Chariot - Large - Construct - 50x100

220 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------|-----|-----|-----|---|-----|------------------------|
| | 7" | 7" | 8 | Fearless, Supernal, Swiftstride, Mountain Breaker | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 4 | 4 | 5 | 0 | 5+ | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Myrmidon | 1 | 5 | 5 | 1 | 4 | Devastating Charge |
| Chthonic Machinator | 3 | 3 | 6 | 3 | 3 | Harnessed |
| Chassis | | | 7 | 2 | | Impact Hits, Inanimate |

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|---------|----------------|
| Options | Divining Snout |
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MOISSONNEUR D'ESPOIR #1
Hope Harvester - Large - Beast - 50x100

315 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|--|-----|--|
| | 5" | 10" | 7 | Fear, Fearless, Not a Leader, Supernal, War Platform, Aether Battery | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 5 | 4 | 5 | 3 | 5+ | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Hope Harvester | 4 | 4 | 6 | 3 | 1 | |

| | |
|---------|-----------------|
| Options | Segmented Shell |
|---------|-----------------|



BETES D'AIRAIN #1
Brazen Beasts x3 - Large - Cavalry - 50x75

380 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-----------------------------------|-----|--------------------------------------|
| | 7" | 14" | 8 | Fear, Fearless, Scoring, Supernal | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 4 | 3 | 4 | 0 | 5+ | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Daredevil | 1 | 5 | 3 | 0 | 4 | Battle Focus, Devastating Charge |
| Beast | 2 | 4 | 5 | 2 | 2 | Battle Focus, Harnessed, Impact Hits |

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|---------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|---------|---------------------------------------|

Aves



FURIES #1
Furies x5 - Standard - Beast - 25x25

170 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--|-----|--------------------------|
| | 4" | 8" | 5 | Fearless, Fly, Fly, Light Troops, Skirmisher, Skirmisher, Supernal | | |
| | 10" | 20" | | | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 1 | 3 | 3 | 0 | 6+ | Hard Target, Hard Target |
| Offensive | Att | Off | Str | Ap | Agi | |
| Fury | 1 | 3 | 4 | 1 | 4 | Devastating Charge |



OPHIDIENS DU VOILE #1

Veil Serpents x6 - Large - Beast - 40x40

351 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------------|-----|-----|-----|--|-----|
| | 2" | 4" | 7 | Fearless, Fly, Light Troops, Supernal, Wizard Conclave, Morphlings | |
| | 9" | 12" | | | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 3 | 4 | 4 | 0 | 5+ |
| Offensive | Att | Off | Str | Ap | Agi |
| Veil Serpent | 3 | 4 | 4 | 0 | 4 |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|---------|-------|---|----------|
| H rep Spear of Infinity | | | | |
| <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> | | | | |



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

| | | Casting | Range | Type | Duration | Effect |
|----------|------------------|---------------|-------------------|--------------------|-----------|--|
| 5 | Unerring Strike | <7+> {10+} | 18" | Hex Missile Damage | Instant | The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks . |
| 3 | Scrying | <7+> {12+} | <18"> {6"Aura} | Augment | One Turn | The target gains Distracting and Hard Target. |
| 4 | The Stars Align | <8+> {12+} | <18"> {6"Aura} | Augment | One Turn | The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks. |
| 6 | Portent of Doom | 8+ | 24" | Hex | Permanent | When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell. |
| 1 | Know Thy Enemy | <7+> {12+} | <18"> {6"Aura} | Augment | One Turn | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility. |
| A | Guiding Light | | 12" | Augment | One Turn | Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase. |
| 2 | Fate's Judgement | <5+> {9+} | 18" | Hex Missile Damage | Instant | The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed). |

Model Rules

Abyssal Armour: Armour Equipment.

Plate Armour. For each Veil Token in the owner's Veil Token pool, hits against the wearer suffer -1 Armour Penetration, up to a maximum of -3.

Aegis:

Aether Battery: Artillery Weapon.

Volley Gun. Range 18", Shots 2D6x2, Str 4, AP 1.

Before rolling for the number of shots, the owner may choose to discard 1-3 Veil Tokens from their Veil Token pool. If so, the number of shots is increased by 3 per discarded Veil Token.

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

Dominion of Greed: The model gains +2 Defensive Skill while its unit is in base contact with an enemy Scoring Unit.

Dominion of Wrath: The model's attacks ignore Parry.

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, a Charge 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.

Half Off: If the model suffers a wound from an attack with Multiple Wounds (X), halve X, rounding fractions up.

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.

Hellish Growl: At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Growl **must** take a Discipline Test with a -1 modifier. Failed to-wound rolls from attacks made by the model against units that fail this test **must** be rerolled. The effect lasts until the end of the Round of Combat.

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).

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

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.

Morphlings: During Spell Selection, each unit of Veil Serpents **must** choose a Manifestation from the list below and apply the effects during the game.

Mountain Breaker: The model gains Devastating Charge (+2; Adv) for Charges against units that consist entirely of models with Towering Presence. In addition, the model's Impact Hits gain **Multiple Wounds (D3, against Towering Presence)**.

Not a Leader: The model cannot be the General.

Parry:

Rage: Universal Rule.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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.

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation). - It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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.

| | | | | | | | | | | | |
|--|---|---|---|---|---|--|---|---|---|---|---|
| Ladre de Sugulag #1 | Fléau de Vanadra #1 | Succubes #1 | Succubes #2 | Lémures #1 | Myrmidons #1 | Chiens démoniaques #1 | Char titanicide #1 | Moissonneur d'espoir #1 | Bêtes d'airain #1 | Furies #1 | Ophidiens du Voile #1 |
|  |  |  |  |  |  |  |  |  |  |  |  |