



# DAEMON LEGIONS

## TOURNOIS ARLON 2016 - 5 480 POINTS



330 pts (6.00 %) **Rare** (25 Max)  
 1290 pts (24.00 %) **Special** (50 Max)  
 565 pts (10.00 %) **Lords** (50 Max)  
 235 pts (4.00 %) **Heroes** (50 Max)  
 3060 pts (56.00 %) **Core** (25 Least)  
 0 pts (0.00 %) **Mount** (0 NoLimit)

### Lords



#### SCOURGE OF WRATH #1

Scourge of Wrath - Standard - Infantry - 20x20

565 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scourge of Wrath	8	10	10	6	6	6	9	7	9	Monster
<b>Model Rules</b>	Daemon of Wrath • Fly (8) • Otherworldly • Daemonic Instability • Magic Resistance (2) • Heavy Armour									

**Options** Supreme Aspect: Eternal Fury • Eternal Sword (Lord) • Iron Hide x1

### Heroes



#### HARBINGER OF PESTILENCE #1

Harbinger of Pestilence - Standard - Infantry - 20x20

235 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harbinger of Pestilence	4	5	5	5	5	2	4	3	8	Infantry
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Daemon of Pestilence									

**Options** Level 2 (Wizard Apprentice) • Supreme Aspect: Bloated Putrefaction • Seventh Seal

### Core



#### HORRORS #1

Horrors x10 - Standard - Infantry - 20x20

900 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Horror	4	3	3	3	3	1	3	1	7	Infantry
Champion	4	4	4	3	3	1	3	2	7	
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Daemon of Change									

**Options** May take Firebolts • Champion • Standard Bearer



#### HORRORS #2

Horrors x10 - Standard - Infantry - 20x20

900 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Horror	4	3	3	3	3	1	3	1	7	Infantry
Champion	4	4	4	3	3	1	3	2	7	
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Daemon of Change									

**Options** May take Firebolts • Champion • Standard Bearer



### TALLYMEN #1

Tallymen **x25** - Standard - Infantry - 20x20

1 260 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tallyman	4	3	3	4	4	1	2	1	7	Infantry
Champion	4	4	4	4	4	1	2	2	7	
<b>Model Rules</b>	Poisoned Attacks • Otherworldly • Daemonic Instability • Daemon of Pestilence									

**Options** Parry • Champion • Musician • Standard Bearer

Special



### CRUSHER CAVALRY #1

Crusher Cavalry **x4** - Standard - Infantry - 20x20

610 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	2	4	3	1	4	2	7	Monstrous Cavalry
Champion	5	6	3	4	3	1	4	3	7	
Crusher	7	5	-	5	4	3	2	3	7	
<b>Model Rules</b>	Fear • Otherworldly • Daemonic Instability • Magic Resistance (1) • Daemon of Wrath • Mount's Protection (6+) • Innate Defence (6+)									
<b>Model Rules (Rider)</b>	Blood Swords									

**Options** May replace Blood Sword with Hell Blade and gain Innate Defence (5+) • Champion • Musician • Standard Bearer



### CRUSHER CAVALRY #2

Crusher Cavalry **x4** - Standard - Infantry - 20x20

610 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	2	4	3	1	4	2	7	Monstrous Cavalry
Champion	5	6	3	4	3	1	4	3	7	
Crusher	7	5	-	5	4	3	2	3	7	
<b>Model Rules</b>	Fear • Otherworldly • Daemonic Instability • Magic Resistance (1) • Daemon of Wrath • Mount's Protection (6+) • Innate Defence (6+)									
<b>Model Rules (Rider)</b>	Blood Swords									

**Options** May replace Blood Sword with Hell Blade and gain Innate Defence (5+) • Champion • Musician • Standard Bearer



### FURIES #1

Furies **x5** - Standard - Infantry - 20x20

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fury	4	3	-	4	3	1	4	1	7	Infantry
<b>Model Rules</b>	Daemon of True Chaos • Otherworldly • Daemonic Instability • Skirmishers • Fly (10)									

Rare



**BLOOD CHARIOT BRASS CANON #1**  
Blood Chariot Brass Canon - Standard - Infantry - 20x20

**165 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Slaughterer (2)	-	5	3	4	-	-	4	1	7	
Crusher (1)	7	5	-	5	-	-	2	3	7	
<b>Model Rules</b>	Fear • Impact Hits (+1) • Otherworldly • Daemonic Instability • Magic Resistance (1) • Daemon of Wrath • Mount's Protection (6+) • Innate Defence (4+)									
<b>Model Rules (Slaughterer (2))</b>	Blood Swords									



**BLOOD CHARIOT BRASS CANON #2**  
Blood Chariot Brass Canon - Standard - Infantry - 20x20

**165 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Slaughterer (2)	-	5	3	4	-	-	4	1	7	
Crusher (1)	7	5	-	5	-	-	2	3	7	
<b>Model Rules</b>	Fear • Impact Hits (+1) • Otherworldly • Daemonic Instability • Magic Resistance (1) • Daemon of Wrath • Mount's Protection (6+) • Innate Defence (4+)									
<b>Model Rules (Slaughterer (2))</b>	Blood Swords									

**Magics**

**Magic items**

Seventh Seal:

Eternal Sword (Lord):

Iron Hide:

**Model Rules**

Blood Swords:

Daemon of Change:

Daemon of Pestilence:

Daemon of True Chaos:

Daemon of Wrath:

Daemonic Instability:

Fear:

Fly (10):

Fly (8):

Heavy Armour:

Impact Hits (+1):

Innate Defence (4+):

Innate Defence (6+):

Magic Resistance (1):

Magic Resistance (2):

Mount's Protection (6+):

Otherworldly:

Poisoned Attacks:

Skirmishers:

### Qr codes of your army

Your 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.

Blood Chariot Brass Canon #1	Blood Chariot Brass Canon #2	Crusher Cavalry #1	Crusher Cavalry #2	Furies #1	Harbinger of Pestilence #1	Horrors #1	Horrors #2	Scourge of Wrath #1	Tallymen #1
									