



# DAEMON LEGIONS

## LA FINESSE DE L'OUEST LD - 2 246 POINTS



755 pts (34.00 %) 762 pts (34.00 %) 363 pts (16.00 %) 366 pts (16.00 %)

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

### Characters



#### GUEULE D'AKAAN #1

Maw of Akaan - Gigantic - Beast - 150x100

755 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Fearless, Supernal, Wizard Apprentice, Dominion of Gluttony		
Defensive	HP	Def	Res	Arm	Aegis, Fortitude, Devour	
	9	5	5	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Maw of Akaan	6	5	7	2	3	

#### Options

General • Greater Dominion • Wizard Adept • Dark Hide • Iron Husk • Evocation

### Core



#### MYRMIDONS #1

Myrmidons x18 - Standard - Beast - 25x25

462 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	Devastating Charge, Fight in Extra Rank
Myrmidon	1	5	5	1	4	

#### Options

Piercing Spike • Champion • Musician • Standard Bearer



#### 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	Parry
	1	3	5	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Lemure	1	3	3	0	2	

#### Options

Unnatural Roots • Champion • Musician • Standard Bearer

### Special



### BRAZEN BEASTS #1

Brazen Beasts **x3** - Large - Cavalry - 50x75

363 POINTS



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

<b>Options</b>	Musician • Incendiary Ichor
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## Aves



### BLOAT FLIES #1

Bloat Flies **x3** - Large - Beast - 50x75

366 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>	<i>Fortitude</i>	
	4	2	4	0		
<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	

<b>Options</b>	Unhinging Jaw • Champion
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b><i>H rep Spear of Infinity</i></b>				
<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
<p><i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), Magical Attacks, 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></p>				



Evocation

		Casting	Range	Type	Duration	Effect
<b>5</b>	Touch of the Reaper	<7+> [9+]	<24"> [18"]	Hex Missile Damage Focused Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and <b>Magical Attacks</b> . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
<b>1</b>	Ancestral Aid	6+ [7+]	12" [18"]	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
<b>3</b>	Hasten the Hour	7+ [10+]	24" [18"]	Hex Damage Direct	Instant	Choose <b>1 {up to 3 different}</b> models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
<b>6</b>	Danse Macabre	6+ [9+]	18" [9"Aura]	Augment	Instant	The target may perform a <b>12" [6"]</b> Magical Move and gains Ghost Step during this move.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
<b>4</b>	Spectral Blades	5+ [9+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.
<b>A</b>	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
<b>2</b>	Whispers of the Veil	8+	24"	Hex	One Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.

## 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:

**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.

**Devour:** For each Health Point loss the model causes with Close Combat Attacks against enemy units, roll a D6 at the end of the Initiative Step. For each rolled 4+, the model gains +1 Health Point. When the model has 18 Health Points or more, all units within 9" immediately suffer 2D6 hits with **Toxic Attacks**, and the model is removed as a casualty.

**Dominion of Gluttony:** The model **must** reroll natural to-wound rolls of '1' with its Melee Attacks.

**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

**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 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.

**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.

### Parry:

**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.

**Supernal:**

**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

### 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.

Gueule d'Akaan #1



Myrmidons #1



Lémures #1



Brazen Beasts #1



Bloat Flies #1

