



DAEMON LEGIONS

TZEENTCH - 4 340 POINTS



1575 pts (35.00 %) 1675 pts (37.00 %) 1090 pts (24.00 %) 1480 pts (33.00 %)
Characters **Core** **Special** **Aves**
 (40 Max) (25 Least) (0 NoLimit) (35 Max)

Characters





EMISSAIRE DE PERE CHAOS (SUR ROUE ARDENTE)
 Harbinger of Father Chaos - *Large - Beast - 50x50*

345 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	8				Light Troops, Fearless, 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	

MOUNT BURNING WHEEL

Global	Adv	Mar	Dis				Model Rules
	2"	4"	C				Fly (10", 10", 10", 10"), Tall, Vanguard, Swiftstride
	10"	10"					
Defensive	HP	Def	Res	Arm	Aeg		
	4	C	C	1	C	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi		
Burning Wheel	3	4	4	0	4		

Options	Wizard Adept • Burning Wheel • Evocation
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SENTINEL DE NUKUJA (ESPRIT STRYGE)
 Sentinel of Nukuja - Strixian Spirit - *Gigantic - Beast - 50x100*

740 POINTS




Global	Adv	Mar	Dis				Model Rules
	2"	4"	9				Fear, Light Troops, Fearless, Supernal, Fly (6",18", 6",18"), Wizard Master , Omniscience, Dominion of Sloth, Strixian Spirit, Third Eye
	6"	18"					
Defensive	HP	Def	Res	Arm	Aeg		
	6	5	5+1	0	4+		
Offensive	Att	Off	Str	Ap	Agi		
Sentinel	1	5	5	2	1	Crush Attack, Hand Weapon	

Options	General • Divination • Greater Dominion
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IMPOSTEUR DE KUULIMA
 Kuulima's Deceiver - *Standard - Beast - 25x25*

490 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	9				Wizard Apprentice, Fear, Light Troops, Fearless, Supernal, Protean Magic , Dominion of Envy
Defensive	HP	Def	Res	Arm	Aeg		
	4	6	5	0	5+		
Offensive	Att	Off	Str	Ap	Agi		
Kuulima's Deceiver	1	6	5	2	5	Poison Attacks, Know Thyself, Hand Weapon	

Options

Wizard Adept • Guiding Venom Sacs

Core

**DIABLOTINS (AVEC EMC)**

Imps x10 - Standard - Beast - 25x25

310 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Scoring, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	5+	Aegis
Offensive	Att	Off	Str	Ap	Agi	
Imp	1	2	2	0	3	Energy Bolts (4+, 4+)

Options

Champion • Musician • Standard Bearer • Firestarter (Hand of Heaven) • Mark of the Eternal Champion

**DIABLOTINS**

Imps x10 - Standard - Beast - 25x25

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Scoring, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	5+	Aegis
Offensive	Att	Off	Str	Ap	Agi	
Imp	1	2	2	0	3	Energy Bolts (4+, 4+)

Options

Musician

**MYRMIDONS (TS)**

Myrmidons x10 - Standard - Beast - 25x25

275 POINTS



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

Options

Standard Bearer • Musician • Champion • Whipcrack Tail

**MYRMIDONS (13)**

Myrmidons x13 - Standard - Beast - 25x25

340 POINTS



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

Options

Musician • Champion • Whipcrack Tail



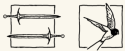
LEMURES
Lemures x20 - Standard - Beast - 25x25

535 POINTS



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

Options	Standard Bearer • Musician • Champion • Venom Sacs
Special	



GLOIRE ETINCELANTE (VOLANTE)
Flying Blazing Glories - Large - Beast - 50x50

395 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fear, Towering Presence, Light Troops, Fearless, Supernal, Fly (8", 16", 8", 16") , Falling Star	
	8"	16"			
Defensive	HP	Def	Res	Arm	Aeg
	5	*	5	0	5+
Offensive	Att	Off	Str	Ap	Agi
Blazing Glories	5	*	5	5	5

Options	Bronze Backbone
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EIDOLONS
Eidolons x6 - Standard - Beast - 25x25

380 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Light Troops, Fearless, Skirmisher, Supernal, Wizard Conclave	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	4	0	5+ Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Eidolon	1	2	2	0	3 Dark Fire (3+, 3+)

Options	Champion • Aura of Despair • Scout
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MOISSONNEUR D'ESPOIR
Hope Harvester - Large - Beast - 50x100

315 POINTS



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

Options	Segmented Shell
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
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>				



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 D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Evocation

		Casting	Range	Type	Duration	Effect
6	Danse Macabre	5+ [9+]	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
1	Spectral Blades	5+ [9+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex Damage Direct	Instant	Choose 1 (up to 3 different) 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.
2	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.
A	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.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
5	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex Missile Damage Focused Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.



Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
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		Casting Range	Type	Duration	Effect	
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment] Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
6	Trial of Faith	7+ [10+]	12" [18"]	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
1	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
3	Speaking in Tongues	7+ [7+]	18"	Hex	One Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

Model Rules

Aegis:

Aether Battery: Volley Gun Artillery Weapon.

Range 18", Shots 2D6*2, Str 4, AP 1.

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

Crush Attack:

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.

Dominion of Envy: Universal Rule.

The model's Close Combat Attacks allocated towards models equipped with Close Combat Weapons other than Hand Weapons (regardless if they are using them or not) gain +2 Offensive Skill.

Dominion of Sloth: Universal Rule.

The model gains Aegis (+1, against Special Attacks).

Energy Bolts: Shooting Weapon.

Range 24", Shots 1, Str 5, AP 0, Reload!, Volley Fire.

Falling Star: Universal Rule.

The model's Offensive Skill and Defensive Skill are set to twice the model's current number of Health Points.

The model counts as a Character for the purpose of Duels. When the model fights a Duel during a Round of Combat, it gains Stubborn until the end of the Round of Combat.

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.

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:

Know Thyself: Universal Rule.

At the start of the Initiative Step in which the bearer's Close Combat Attacks will be performed, choose one model part from each enemy model in base contact and add their Attack Value Characteristics, excluding any modifiers, to the Attack Value of Kuulima's Deceiver.

At the end of each Round of Combat, the bearer's Attack Value is set to 1.

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.

Not a Leader: The model cannot be the General.

Omniscience: Universal Rule.

In the owner's Magic Phase, if the model did not March Move or declare a Charge this Player Turn, the cost of converting Veil Tokens into Magic Dice is decreased to 2:1 during this Player Turn (1 Magic Dice per 2 Veil Tokens).

Parry:

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Protean Magic: During Spell Selection, the Wizard must select its spells between the Learned Spell 1 of the Paths it has access to and the Hereditary Spell of its army. This rule overrides the Spell Selection rules connected to being Wizard Apprentice, Adept or Master.

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.

Strixian Spirit: Universal Rule.

The model changes its Height to Gigantic, gains Fly (6", 18"), Light Troops, and +1 Health Point.

Supernal:

Third Eye: Universal Rule.

At the beginning of each friendly Charge Phase, draw the Flux Card for that Player Turn instead of step 2 of the Magic Phase Sequence.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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

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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.

Wizard Master: - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and selects its spells as described in Spell Selection

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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.

Emissaire de Père Chaos (sur roue ardente)	Sentinel de Nukuja (Esprit Stryge)	Imposteur de Kuulima	Diablotins (avec EMC)	Diablotins (TS) (13)	Mermidys Lenses	Gloire Etincelante (Arête)	Eidolon Moissonne d'espoir
