



LEGIONS OF SIN

SLOTH - 3 550 POINTS



710 pts (16.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
 1245 pts (28.00 %) 1040 pts (23.00 %) 1265 pts (28.00 %) 825 pts (18.00 %)
Characters **Core** **Special** **Aves**
 (0 NoLimit) (40 Max) (0 NotAllowed) (20 Least) (0 NotAllowed) (0 NoLimit) (40 Max) (40 Max)

Characters



SENTINEL OF NUKUJA #1

Sentinel of Nukuja - Standard - Beast - 50x100

825 POINTS



Global	Adv	Mar	Dis				Model Rules
	2"	4"	9				Fear, Fearless, Supernal, Wizard Master, Guiding Aura of Despair, Omniscience, Dominion of Sloth, Greater Dominion of Sin
Defensive	HP	Def	Res	Arm	Aeg		
	5	5	5	0	4+		
Offensive	Att	Off	Str	Ap	Agi		
Sentinel of Nukuja	1	5	5	2	1	Crush Attack, Hand Weapon	

Options | General • Greater Dominion of Sin • Lance of Lethargy • Strixian Spirit • Dominion of Sloth • Guiding Aura of Despair



HARBINGER OF SLOTH #1

Harbinger of Sloth - Standard - Infantry - 20x20

420 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	




MOUNT DARK PULPIT

Global	Adv	Mar	Dis				Model Rules
	5"	10"	C				Tall
Defensive	HP	Def	Res	Arm	Aeg		
	5	C	C	1	C	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi		
Dark Pulpit	4	4	5	0	1		

Options | Wizard Adept • Guiding Aura of Despair • Dark Pulpit

Core



LEMURES #1

Lemures x25 - Standard - Beast - 25x25



710 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	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Lemure	1	3	3	0	2

Options	Champion • Musician • Standard Bearer • Mirrored Scales
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	IMPS #1 Imps x15 - Standard - Beast - 25x25	330 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Fearless, Scoring, Supernal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	2	3	0	5+
					Aegis (3+, against Shooting Attacks)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Imp	1	2	2	0	3
					Energy Bolts (4+)

Options	Champion • Musician • Lance of Lethargy
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Special

	HOPE HARVESTER #1 Hope Harvester - Large - Beast - 50x100	335 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	5	4	5	3	5+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hope Harvester	4	4	6	3	1
					Aether Battery (3+)

Options	Aura of Despair
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	HOPE HARVESTER #1 Hope Harvester - Large - Beast - 50x100	465 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	5	4	5	3	5+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hope Harvester	4	4	6	3	1
					Aether Battery (3+)

Options	Aura of Despair • Engine of Damnation
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	HOPE HARVESTER #1 Hope Harvester - Large - Beast - 50x100	465 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	5	4	5	3	5+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hope Harvester	4	4	6	3	1
					Aether Battery (3+)

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 (1×5), 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>				

Model Rules

Aegis:

Aether Battery: Artillery Weapon.

Volley Gun. 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 their Veil Token pool. If so, the number of shots is increased by 3 per discarded Veil Token.

Crush Attack:

Dominion of Sloth:

Energy Bolts: Shooting Weapon.

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

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.

Greater Dominion of Sin:

Guiding Aura of Despair:

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

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). In addition, at the end of

Siphon the Veil, the owner is allowed to store up to 6 Veil Tokens instead of the normal 3.

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:

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 Character 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 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 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

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.

Sentinel of Nukuja #1



Harbinger of Sloth #1



Lemures #1



Imps #1



Hope Harvester #1



Hope Harvester #1



Hope Harvester #1

