



DAEMON LEGIONS

FIRST LIST - 2 400 POINTS



755 pts (31.00 %) 840 pts (35.00 %) 640 pts (27.00 %) 165 pts (7.00 %)

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

Characters



COURTESAN OF CIBARESH
 Courtesan of Cibaresh - *Gigantic* - *Beast* - 50x100

755 POINTS



| Global | Adv | Mar | Dis | | | | Model Rules |
|------------------|-----|-----|-----|-----|-----|-------------------------------------|--|
| | 9" | 18" | 9 | | | | Wizard Apprentice, Fearless, Supernal, Avert Your Gaze, Dominion of Lust |
| Defensive | HP | Def | Res | Arm | Aeg | | |
| | 6 | 7 | 5 | 0 | 5+ | Distracting, Hard Target (1, 1) | |
| Offensive | Att | Off | Str | Ap | Agi | | |
| Courtesan | 6 | 7 | 5 | 4 | 7 | Razor Tentacles, Hand Weapon | |

Options

General • Wizard Master • Divination

Core



SANGUINARI
 Myrmidons **x15** - *Standard* - *Beast* - 25x25

420 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 • Bronze Backbone



SANGUINARI
 Myrmidons **x15** - *Standard* - *Beast* - 25x25

420 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 • Bronze Backbone

Special



HELLHOUNDS #2

Hellhounds **x5** - Standard - Beast - 25x50

185 POINTS



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

| | |
|----------------|-----------------|
| Options | Horns of Hubris |
|----------------|-----------------|



BRAZEN BEASTS #1

Brazen Beasts **x4** - Large - Cavalry - 50x75

455 POINTS



| | | | | | |
|------------------|---|------------|------------|-----------------------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 7" | 14" | 8 | Fear, Scoring, Fearless, 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> |
| Daredevils | 1 | 5 | 3 | 0 | 4 |
| | Battle Focus, Devastating Charge | | | | |
| Beast | 2 | 4 | 5 | 2 | 2 |
| | Harnessed, Battle Focus, Impact Hits (2, 2) | | | | |

| | |
|----------------|----------|
| Options | Musician |
|----------------|----------|

Aves



FURIES #2

Furies **x5** - Standard - Beast - 25x25

165 POINTS



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

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 |
| <p>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)].</p> <p>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).</p> | | | | |



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.

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|------------------|----------------|-----------------|--------------------|-----------------|--|
| 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. |
| 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. |
| 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. |
| 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). |

Model Rules

Avert Your Gaze: Universal Rule.

Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

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.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Dominion of Lust: Universal Rule.

The model gains Strider. When rolling their Charge Range in the Charge Phase, units consisting entirely of models with Dominion of Lust must reroll failed Charge Range rolls if they are Located in the Charged unit's Flank or Rear Facing.

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:

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.

Hellish Grawl: Universal Rule.

At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Grawl 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.

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.

Razor Tentacles: Attack Attribute – Close Combat.

If the attack is allocated towards an enemy R&F model while the attacker is Engaged with the Flank or Rear Facing of the target's unit, the attack gains Area Attack (1x5), and its Strength and Armour Penetration are set to half the model's [the model's] Strength, respectively Armour Penetration, rounding fractions up. This is done after applying other modifiers.

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:

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.

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|---|---|---|--|---|---|
| Courtesan of Cibaresh | Sanguinari | sanguinari | Hellhounds #2 | Brazen Beasts #1 | Furies #2 |
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