



# DAEMON LEGIONS

## LES HORDES DE FOUTRE - 2 099 POINTS



555 pts (28.00 %) 750 pts (38.00 %) 794 pts (40.00 %) 0 pts (0.00 %)

**Characters**      **Core**      **Special**      **Aves**

(40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



#### GUEULE D'AKAAN #1

Maw of Akaan - Gigantic - Beast - 150x100

555 POINTS



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

#### Options

Centipede Legs

### Core



#### SUCCUBES #1

Succubi x10 - Standard - Beast - 25x25

255 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Scoring, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	Ap	Agi	Suffocation
Succubus	3	4	3	1	5	



#### SUCCUBES #2

Succubi x10 - Standard - Beast - 25x25

295 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Scoring, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	Ap	Agi	Suffocation
Succubus	3	4	3	1	5	

#### Options

Chilling Yawn



#### DIABLOTINS #1

Imps x10 - Standard - Beast - 25x25

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
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Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
<b>Imp</b>	1	2	2	0	3

## Special




**FARFADETS TRAUQUE-MAGE #1**  
Mageblight Gremlins x2 - Standard - Beast - 40x40

**150 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Veil Stalker, Fearless, Supernal, Light Troops, Skirmisher	
Defensive	HP	Def	Res	Arm	Aeg
	4	3	3	0	5+ <b>Hard Target</b>
Offensive	Att	Off	Str	Ap	Agi
<b>Mageblight Gremlin</b>	5	3	2	0	2 <b>Poison Attacks, Extra Support (3), Spell Craving</b>




**CHAR TITANICIDE #1**  
Titanslayer Chariot - Large - Construct - 50x100

**190 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	8"	8"	8	Fearless, Supernal, Swiftstride, Mountain Breaker	
Defensive	HP	Def	Res	Arm	Aeg
	4	4	5	0	5+
Offensive	Att	Off	Str	Ap	Agi
<b>Myrmidon</b>	1	5	5	1	4 <b>Devastating Charge</b>
<b>Chthonic Machinator</b>	3	3	6	3	3 <b>Harnessed</b>
<b>Chassis</b>			7	2	<b>Inanimate, Impact Hits</b>




**DEMONS GRIFFUS #1**  
Clawed Fiends x3 - Large - Beast - 40x40

**274 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	9"	18"	7	Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	3	4	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
<b>Clawed Fiend</b>	3	4	4	2	4 <b>Suffocation</b>

<b>Options</b>	Mesmerising Plumage
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**EIDOLONS #1**  
Eidolons x5 - Standard - Beast - 25x25

**180 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Fearless, Supernal, Wizard Conclave, Light Troops, Skirmisher	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	4	0	5+	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Eidolon</b>	1	2	2	0	3	Dark Fire

## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<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
<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>				

## Model Rules

**Aegis:**

**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.

**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 "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.

**Extra Support:**

**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.

**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

**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.

**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.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**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.

**Mountain Breaker:** Charge Range rolls in the Charge Phase of Charges against units that consist entirely of models with Towering Presence are subject to Maximised Roll. In addition, the model's Impact Hits gain **Multiple Wounds (D3, against Towering Presence)**.

**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.

**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.

**Spell Craving:** When determining Combat Score, a side with at least one model with Spell Craving Engaged in Combat adds +X to its side's Combat Score, where X is the number of non-Bound non-Attribute Spells known by enemy Wizards in units in base contact with it (note that multiple instances of the same spell count as 1 each).

**Suffocation:** Si l'attaque est allouée à une figurine qui a la même taille que l'attaquant, elle gagne +1 pour toucher et +1 pour blesser.

**Supernal:**

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Veil Stalker:** The model follows the rules for Ambush with the following exception: When its unit enters the Battlefield, the owner may choose to apply the rules for Special Ambush (within 6" of an enemy model with Channel).

**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

**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.

## Qr codes of your army

You 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.

