



DAEMON LEGIONS

!EVERBLIGHT! - 4 461 POINTS



1345 pts (30.00 %) 1080 pts (24.00 %) 2036 pts (46.00 %) 0 pts (0.00 %)

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

Characters



SENTINEL OF NUKUJA

Sentinel of Nukuja - Standard - Beast - 50x100mm

715 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Fear, Fearless, Supernal, Wizard Master, Omniscience, Third Eye	
Defensive	HP	Def	Res	Arm	Aeg
	5	5	5	0	4+
Aegis (1+, against Special Attacks)					
Offensive	Att	Off	Str	Ap	Agi
Sentinel	1	5	5	2	1
Crush Attack, 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

General • Greater Dominion • Divination • Dark Pulpit



PALE RIDER

Harbinger of Father Chaos - Standard - Cavalry - 25x50mm

260 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 PALE HORSE

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C	Strider, Elusive, Feigned Flight, Vanguard (12", 12")	
Defensive	HP	Def	Res	Arm	Aeg
	C	C	C	C	C
Hard Target (1, 1)					
Offensive	Att	Off	Str	Ap	Agi
Pale Horse	1	3	3	0	3

Options

Wizard Apprentice • Pale Horse • Witchcraft



FESTERSPORE

Harbinger of Father Chaos - *Standard - Beast - 25x25mm*

210 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

Options	Battle Standard Bearer
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HARBINGER OF FATHER CHAOS #3

Harbinger of Father Chaos - *Standard - Beast - 25x25mm*

160 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

Core



GARDEN TENDERS

Lemures x15 - *Standard - Beast - 25x25mm*

405 POINTS



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

Options	Standard Bearer • Musician • Champion • Venom Sacs
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BLIGHT BLADES

Succubi x15 - *Standard - Beast - 25x25mm*

395 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
Succubi	3	4	3	1	5

Options	Standard Bearer • Musician • Champion • Chilling Yawn
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FILTH FLINGERS

Imps **x12** - Standard - Beast - 25x25mm

280 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 • Mark of the Eternal Champion

Special



SWAMP FIENDS

Clawed Fiends **x3** - Large - Beast - 40x40mm

270 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
Clawed Fiend	3	4	4	2	4 Smother

Options | Champion



HOARDERS

Hoarders **x3** - Large - Beast - 40x40mm

279 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Strider, Fear, Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	4	5	5	0	5+
Offensive	Att	Off	Str	Ap	Agi
Hoarder	3	3	4	0	2 Tightening Grasp

Options | Chitinous Scales



SIRENS

Sirens **x9** - Standard - Cavalry - 25x50mm

376 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	Strider, Feigned Flight, Vanguard (12", 12"), Light Troops, Fearless, Supernal, Elusive	
Defensive	HP	Def	Res	Arm	Aeg
	1	5	3	0	5+ Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Siren	2	5	4	1	4
Symbiotic Steed	1	3	3	0	3 Harnessed

Options | Musician • Standard Bearer • Hammer Hand



HOPE HARVESTER

Hope Harvester - Large - Beast - 50x100mm

285 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+)



BLIGHTED HACKLINGS

Mageblight Gremlins x4 - Standard - Beast - 40x40mm

301 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Light Troops, Fearless, Skirmisher, Supernal, Veil Stalker		
Defensive	HP	Def	Res	Arm	Aeg	
	4	3	3	0	5+	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Mageblight Gremlin	5	3	2	0	2	Poison Attacks, Spell Craving

Options	Venom Sacs
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GIBBERGRINS

Mageblight Gremlins x2 - Standard - Beast - 40x40mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Light Troops, Fearless, Skirmisher, Supernal, Veil Stalker		
Defensive	HP	Def	Res	Arm	Aeg	
	4	3	3	0	5+	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Mageblight Gremlin	5	3	2	0	2	Poison Attacks, Spell Craving

Options	Venom Sacs
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BLAZING GLORY

Blazing Glory - Large - Beast - 50x50mm

320 POINTS



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

Options	Stiff Upper Lip
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Magics

Racial Trait Spell

Casting	Range	Type	Duration
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	Casting	Range	Type	Duration
Spear of Infinity				
Mf	4+	24"	Hex, Missile, 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.

		Casting	Range	Type	Duration	Effect
A	Guiding Light		12"	Augment	Last 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.
	1 Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	Last 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).
	3 Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
	4 The Stars Align	8+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.
	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.
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.	



		Casting	Range	Type	Duration	Effect
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee (and Shooting) Attacks against the target must reroll failed to-wound rolls.
	1 Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
	3 Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
	2 Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
	A Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
	5 Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
	4 The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by (and distributed towards) R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by (and allocated against) R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

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:

Elusive: Units composed entirely of models with Elusive may declare a Flee Charge Reaction despite being Fearless.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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.

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.

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.

Smother: Attack Attribute - Close Combat.

If the attack is allocated towards a Large model, it gains +1 to hit and +1 to wound.

Spell Craving: Attack Attribute - Close Combat.

The model can perform up to 3 Supporting Attacks. 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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Supernal:

Talon Scythes: Close Combat Weapon.

Attacks made with Talon Scythes ignore Parry and, if allocated towards Standard or Large Infantry, gain a +1 to-hit modifier.

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.

Tightening Grasp: Special Attack.

The model gains Grind Attacks (X), and can make Grind Attacks as Supporting Attacks, ignoring the maximum number of Supporting Attacks. When the model is not Engaged in Combat, X is set to 1.

At the start of each Round of Combat other than the First Round of Combat, if the model is Engaged, X is increased by +1 (e.g. Grind Attacks (1) becomes Grind Attacks (2)).

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".

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Veil Stalker: Universal Rule.

The model follows the rules for Ambush with the following exceptions:

When the unit arrives, the owner may choose to place it within 6" of an enemy model with Channel (instead of entering the Battlefield from the Board Edge). If so, it cannot perform any Advance Moves this Movement Phase (note that this does not prevent the unit from performing a Reform).

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 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 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

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.

Garden Tenders



Sentinel of Nukuja



Pale Rider



Swamp Fiends



Blight Blades



Hoarders



Festerspore



Filth Flingers



Harbinger of Father Chaos #3



Sirens



Hope Harvester



Blighted Hacklings



Gibbergrins



Blazing Glory

