



# DAEMON LEGIONS

## MIKE DL BIG3 - 4 498 POINTS



1800 pts (40.00 %) 1125 pts (25.00 %) 1065 pts (24.00 %) 508 pts (11.00 %)

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

### Characters



#### OMEN OF SAVAR, ADEPT OF THAUMATURGY GG

Omen of Savar - Standard - Beast - 50x50mm

625 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	18"	9	Wizard Apprentice, Fear, Fearless, Supernal, Divine Right, Dominion of Pride	
Defensive	HP	Def	Res	Arm	Aeg
	4	7	5	0	6+
Aegis (4+, against Magical Attacks)					
Offensive	Att	Off	Str	Ap	Agi
Omen of Savar	D6+2	D6+5	6	3	6
Hand Weapon					

<b>Options</b>	General • Greater Dominion • Wizard Adept • Thaumaturgy
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#### COURTESAN OF CIBARESH, ADEPT OF WITCHCRAFT

Courtesan of Cibaresh - Gigantic - Beast - 50x100mm

605 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					

<b>Options</b>	Wizard Adept • Witchcraft
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#### MAW OF AKAAN, APPRENTICE OF EVOCATION

Maw of Akaan - Gigantic - Beast - 150x100mm

570 POINTS



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

<b>Options</b>	Evocation
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### Core



### LEMURES

Lemures **x13** - Standard - Beast - 25x25mm

**340** 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	
<b>Lemures</b>	1	3	3	0	2	

Options	Standard Bearer • Musician • Champion • Stiff Upper Lip
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### SUCCUBI

Succubi **x10** - Standard - Beast - 25x25mm

**285** 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	
<b>Succubi</b>	3	4	3	1	5	Talon Scythes

Options	Musician • Champion • Bronze Backbone
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### IMPS

Imps **x10** - Standard - Beast - 25x25mm

**250** 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	
<b>Imp</b>	1	2	2	0	3	Energy Bolts (4+, 4+)

Options	Champion • Musician • Mark of the Eternal Champion
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### IMPS

Imps **x10** - Standard - Beast - 25x25mm

**250** 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	
<b>Imp</b>	1	2	2	0	3	Energy Bolts (4+, 4+)

Options	Champion • Musician • Mark of the Eternal Champion
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Special



### HOARDERS

Hoarders **x4** - Large - Beast - 40x40mm

455 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
<b>Hoarder</b>	3	3	4	0	2

<b>Options</b>	Standard Bearer • Musician • Champion • Smothering Coils
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### BLAZING GLORIES

Blazing Glory - Large - Beast - 50x50mm

325 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
<b>Blazing Glory</b>	5	*	5	5	5

<b>Options</b>	Cloven Hooves
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### 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
<b>Hope Harvester</b>	4	4	6	3	1

	Aether Battery (3+, 3+)
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## Aves



### BLOAT FLIES

Bloat Flies **x3** - Large - Beast - 50x75mm

338 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Fear, Light Troops, Fearless, Supernal, Fly (6",14", 6",14")	
	6"	14"			
Defensive	HP	Def	Res	Arm	Aeg
	4	2	4	0	5+
	Aegis (5+, against Magical Attacks), Fortitude (5+)				
Offensive	Att	Off	Str	Ap	Agi
<b>Bloat Fly</b>	2	5	6	3	3

<b>Options</b>	Champion • Kaleidoscopic Flesh • Musician
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# FURIES

Furies x5 - Standard - Beast - 25x25mm

170 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+ <b>Hard Target (1, 1)</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Fury</b>	1	3	4	1	4 <b>Devastating Charge</b>

<b>Options</b>	Red Haze
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## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Spear of Infinity</b>				
<i>Mf</i>	4+	24"	Hex, Missile, Damage	Instant
<p><i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)].</i></p> <p><i>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></p>				



Evocation

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	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.
<b>3</b>	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.
<b>4</b>	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
<b>6</b>	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.
<b>1</b>	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].
<b>A</b>	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.
<b>2</b>	Whispers of the Veil	8+	24"	Hex	Last 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.



Thaumaturgy

**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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>4</b>	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.]

		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.
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	Last 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	Last 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	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].



		Casting	Range	Type	Duration	Effect
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
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].
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.
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.
4	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.
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.

## Model Rules

### Acid Blood: Special Attack.

For each Fortitude Save the model fails against Melee Attacks, the model that caused the wounding hit immediately suffers 1 hit with Toxic Attacks, before any casualties are removed, distributed onto the model's Health Pool.

### 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.

#### 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.

#### 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:** Personal Protection.

For each Health Point loss the model causes with Close Combat Attacks, 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, all units within 9" immediately suffer 2D6 hits with Toxic Attacks, and the model is removed as a casualty

**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.

**Divine Right:** Universal Rule.

The model cannot join units with other Characters and other Characters cannot join its unit. The model must issue a Duel whenever possible (this cannot be prevented by issuing a Duel with another friendly model first). This duel must (if possible) be accepted by a Character unless a Champion accepts first. In addition, when fighting a Duel, the model gains Lethal Strike and Multiple Wounds (2).

**Dominion of Gluttony:** Universal Rule.

The model must reroll natural to-wound rolls of '1' with its Melee Attacks.

**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.

**Dominion of Pride:** Universal Rule.

Units with more than half of their models with this rule may reroll failed Discipline Tests.

**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.

**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.

**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:**

**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.

**Parry:**

**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.

**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.

**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".

**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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## 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.

Omen of Savar, Adept of Thaumaturgy GG



Lemures



Hoarders



Bloat Flies



Courtesan of Cibaresh, Adept of Witchcraft



Succubi



Furies



Blazing Glories



Maw of Akaan, Apprentice of Evocation



Imps



Hope Harvester



Imps

