



DAEMON LEGIONS

DAEMONS 09/02/2024 - 4 496 POINTS



910 pts (20.00 %) 1180 pts (26.00 %) 2056 pts (46.00 %) 1260 pts (28.00 %)

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

Characters



SENTINEL OF NUKUJA #1
 Sentinel of Nukuja - Standard - Beast - 50x100mm

910 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	9	Omniscience, Fearless, Wizard Master, Supernal, Fear, Dominion of Sloth		
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	Hand Weapon, Crush Attack

Options | General • Greater Dominion • Strixian Spirit • Dark Fire (2+) • Kaleidoscopic Flesh • Mark of the Eternal Champion • Iron Husk

Core



MYRMIDONS #1
 Myrmidons x25 - Standard - Beast - 25x25mm

590 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 | Whipcrack Tail • Champion • Musician • Standard Bearer



MYRMIDONS #1
 Myrmidons x25 - Standard - Beast - 25x25mm

590 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 | Whipcrack Tail • Champion • Musician • Standard Bearer

Special



EIDOLONS #1
Eidolons **x9** - Standard - Beast - 25x25mm

493 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	10"	7			Fearless, Supernal, Aura of Despair, 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>	
Eidolon	1	2	2	0	3	Dark Fire

Options	Aura of Despair • Champion
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EIDOLONS #1
Eidolons **x9** - Standard - Beast - 25x25mm

493 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	10"	7			Fearless, Supernal, Aura of Despair, 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>	
Eidolon	1	2	2	0	3	Dark Fire

Options	Aura of Despair • Champion
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HELLHOUNDS #1
Hellhounds **x11** - Standard - Beast - 25x50mm

300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	9"	18"	7			Fearless, Supernal, Fear
<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	Extra Support (2), Lethal Strike

Options	Digestive Vomit • Champion
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HELLHOUNDS #1
Hellhounds **x11** - Standard - Beast - 25x50mm

300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	9"	18"	7			Fearless, Supernal, Fear
<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	Extra Support (2), Lethal Strike

Options	Digestive Vomit • Champion
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TITANSLAYER CHARIOT #1
Titanslayer Chariot - Large - Construct - 50x100mm

235 POINTS



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

Options	Standard Bearer • Hammer Hand
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TITANSLAYER CHARIOT #1
Titanslayer Chariot - Large - Construct - 50x100mm

235 POINTS



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

Options	Standard Bearer • Hammer Hand
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Aves



FURIES #1
Furies x5 - Standard - Beast - 25x25mm

175 POINTS



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



FURIES #1
Furies x5 - Standard - Beast - 25x25mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	5	Fearless, Supernal, Fly, Light Troops, Skirmisher	
	10"	20"			
Defensive	HP	Def	Res	Arm	Aeg

<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
<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

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H rep Spear of Infinity</i>				
<i>Mf</i>	4+	24"	Hex, Missile, 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)].</i>				
<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>				

Model Rules

Aura of Despair:

Crush Attack:

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.

Dominion of Sloth: The model gains **Aegis (+1, against Special Attacks)**.

Extra Support:

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.

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).

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.

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)**.

Omniscience: 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.

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:

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.

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.

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

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.

Myrmidons #1



Myrmidons #1



Sentinel of Nukuja #1



Eidolons #1



Eidolons #1



Hellhounds #1



Hellhounds #1



Titanslayer Chariot #1



Titanslayer Chariot #1



Furies #1



Furies #1

