




LEGIONS OF SIN
 00 - 4 490 POINTS




710 pts (16.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
 815 pts (18.00 %) 1665 pts (37.00 %) 2010 pts (45.00 %)
Characters **Core** **Special**
 (0 NoLimit) (40 Max) (0 NotAllowed) (20 Least) (0 NotAllowed) (0 NoLimit)

Characters



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


815 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	


Options | General • Greater Dominion • Aura of Despair • Strixian Spirit

Core




LEMURES #1
 Lemures x20 - Standard - Beast - 25x25mm

555 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options | Champion • Musician • Standard Bearer • Soporific Secretions




LEMURES #2
 Lemures x20 - Standard - Beast - 25x25mm

555 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options | Champion • Musician • Standard Bearer • Soporific Secretions



LEMURES #3
 Lemures x20 - Standard - Beast - 25x25mm

555 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options | Champion • Musician • Standard Bearer • Soporific Secretions

Special



TITANSLAYER CHARIOT #1

Titanslayer Chariot - Large - Construct - 50x100mm

275 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options	Standard Bearer • Lance of Lethargy
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TITANSLAYER CHARIOT #2

Titanslayer Chariot - Large - Construct - 50x100mm

275 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options	Standard Bearer • Lance of Lethargy
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HOPE HARVESTER #1

Hope Harvester - Large - Beast - 50x100mm

315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options	Sorcerous Antennae
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HOPE HARVESTER #2

Hope Harvester - Large - Beast - 50x100mm

315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options	Sorcerous Antennae
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EIDOLONS #1


Eidolons x8 - Standard - Beast - 25x25mm

420 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	


Options	Scout • Champion • Fate's Judgement (Divination) • Spear Of Infinity (hereditary Spell)
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EIDOLONS #2

Eidolons x9 - Standard - Beast - 25x25mm

410 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options	Champion • Hasten The Hour (evocation) • Spear Of Infinity (hereditary Spell)
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>Spear of Infinity</i>				
<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), Magical Attacks, 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>				



Divination

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
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.
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
2	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
4	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.
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	Mirror of the Veil	(7+){10+}	(18"){6"Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
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.



Evocation

		Casting	Range	Type	Duration	Effect
5	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 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.
3	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.
1	Ancestral Aid	6+ [7+]	12" {18"}	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
A	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.
6	Danse Macabre	6+ [9+]	18" [9"Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
4	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}.
2	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.

Model Rules

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

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.

Sentinel of Nukuja #1



Lemures #1



Lemures #2



Lemures #3



Titanslayer Chariot #1



Titanslayer Chariot #2



Hope Harvester #1



Hope Harvester #2



Eidolons #1



Eidolons #2

