





LEGIONS OF SIN
LUXURE - 3 878 POINTS





540 pts (12.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
 1470 pts (33.00 %) 930 pts (21.00 %) 1478 pts (33.00 %)
Characters **Core** **Special**
 (0 NoLimit) (40 Max) (0 NotAllowed) (20 Least) (0 NotAllowed) (0 NoLimit)

Characters

	COURTESAN OF CIBARESH #1 Courtesan of Cibaresh - <i>Gigantic - Beast - 50x100mm</i>	1 000 POINTS	
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<i>Global</i>	Adv	Mar	Dis	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	HP	Def	Res	Arm		
<i>Offensive</i>	Att	Off	Str	Ap	Agi	

Options	Wizard Master • Witchcraft • General • Exalted of Lust • Greater Dominion • Needle Teeth • Unearthly Larynx • Kaleidoscopic Flesh
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	HARBINGER OF LUST #1 Harbinger of Lust - <i>Standard - Beast - 25x25mm</i>	235 POINTS	
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<i>Global</i>	Adv	Mar	Dis	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	HP	Def	Res	Arm		
<i>Offensive</i>	Att	Off	Str	Ap	Agi	



Options	Unearthly Larynx • Needle Teeth
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	HARBINGER OF LUST #2 Harbinger of Lust - <i>Standard - Beast - 25x25mm</i>	235 POINTS	
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<i>Global</i>	Adv	Mar	Dis	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	HP	Def	Res	Arm		
<i>Offensive</i>	Att	Off	Str	Ap	Agi	

Options	Unearthly Larynx • Needle Teeth
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Core

	SUCCUBI #1 Succubi x20 - <i>Standard - Beast - 25x25mm</i>	465 POINTS	
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<i>Global</i>	Adv	Mar	Dis	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	HP	Def	Res	Arm		
<i>Offensive</i>	Att	Off	Str	Ap	Agi	

Options	Champion • Musician • Standard Bearer • Needle Teeth
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SUCCUBI #2

Succubi **x20** - Standard - Beast - 25x25mm

465 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 • Needle Teeth
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Special



CLAWED FIENDS #1

Clawed Fiends **x6** - Large - Beast - 40x40mm

598 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	Kaleidoscopic Flesh • Standard Bearer
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SIRENS #1

Sirens **x5** - Standard - Cavalry - 25x50mm

230 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	Needle Teeth
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SIRENS #2

Sirens **x5** - Standard - Cavalry - 25x50mm

230 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	Needle Teeth
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THRESHING ENGINE #1

Threshing Engine - Large - Construct - 50x100mm

205 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	Unearthly Larynx
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THRESHING ENGINE #2

Threshing Engine - Large - Construct - 50x100mm

215 POINTS



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

Options	Kaleidoscopic Flesh
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Spear of Infinity				
<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>				



Witchcraft

		Casting	Range	Type	Duration	Effect
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (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	6+ [8+]	18"	Universal	Last one Turn	Melee Attacks against the target always (hit) [wound] on 4+.
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. In addition, the target loses Scoring until the start of the next friendly Magic Phase.
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.
2	Deceptive Glamour	5+ [8+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

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

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.

Courtesan of Cibaresh #1



Succubi #1



Succubi #2



Clawed Fiends #1



Harbinger of Lust #1



Harbinger of Lust #2



Sirens #1



Sirens #2



Threshing Engine #1



Threshing Engine #2



