



DAEMON LEGIONS

TOURNOI JANVIER 23 AM - 4 495 POINTS



1180 pts (26.00 %) 1175 pts (26.00 %) 1340 pts (30.00 %) 800 pts (18.00 %)

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

Characters



IMPOSTEUR DE KUULIMA #1
 Kuulima's Deceiver - Standard - Beast - 25x25mm

420 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fear, Fearless, Light Troops, Protean Magic, Supernal, Wizard Apprentice, Dominion of Envy		
Defensive	HP	Def	Res	Arm	Aeg	
	4	6	5	0	4+	
Offensive	Att	Off	Str	Ap	Agi	
Kuulima's Deceiver	1	8	5	2	5	Poison Attacks, Know Thyself, Hand Weapon

Options	Hammer Hand • Guiding Piercing Spike • Witchcraft
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SENTINELLE DE NUKUDJA #1
 Sentinel of Nukuja - Standard - Beast - 50x100mm

760 POINTS



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

Options	General • Greater Dominion • Dark Pulpit • Evocation • Guiding Brimstone Secretions
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Core



SUCCUBES #1
 Succubi x15 - Standard - Beast - 25x25mm


395 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Succubus	3	4	3	1	5	Suffocation

Options	Champion • Musician • Chilling Yawn
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SUCCUBES #2
Succubi **x15** - Standard - Beast - 25x25mm

395 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	7	Fearless, Scoring, Supernal		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	0	5+	


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Succubus	3	4	3	1	5	Suffocation

Options	Champion • Musician • Chilling Yawn
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LEMURES #1
Lemures **x15** - Standard - Beast - 25x25mm

385 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Fearless, Scoring, Supernal		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	5	0	5+	Parry

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Lemure	1	3	3	0	2	

Options	Stiff Upper Lip • Musician • Standard Bearer
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Special



CHIENS DEMONIAQUES #1
Hellhounds **x5** - Standard - Beast - 25x50mm


160 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	7	Fear, Fearless, Supernal		


<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



DEMONS GRIFFUS #1
Clawed Fiends **x6** - Large - Beast - 40x40mm

560 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	7	Fearless, Scoring, Supernal		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	4	4	0	5+	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Clawed Fiend	3	4	4	2	4	Suffocation

Options

Champion • Musician

**EIDOLONS #1**Eidolons **x10** - Standard - Beast - 25x25mm**400** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
Eidolon	1	2	2	0	3

Dark Fire

Options

Scout • Aura of Despair

**CHAR TITANICIDE #1**

Titanslayer Chariot - Large - Construct - 50x100mm

220 POINTS

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

Devastating Charge

Harnessed

Impact Hits, Inanimate

Options

Centipede Legs

Aves**FURIES #1**Furies **x5** - Standard - Beast - 25x25mm**170** POINTS

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

Devastating Charge

**MOUCHES INFECTIEUSES #1**Bloat Flies **x6** - Large - Beast - 50x75mm**630** POINTS

Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Fear, Fearless, Fly, Light Troops, Supernal, Acid Blood	
	6"	14"			
Defensive	HP	Def	Res	Arm	
	4	2	4	0	

Fortitude

Defensive	HP	Def	Res	Arm
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Offensive	Att	Off	Str	Ap	Agi
Bloat Fly	2	5	6	3	3

Options	Champion • Musician
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H rep 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 (1×5), Magical Attacks, and [Multiple Wounds (2)]. 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>				



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.
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.



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.

		<i> Casting Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
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

Acid Blood: For each Fortitude Save the model fails against enemy Melee Attacks, the model immediately inflicts 1 hit with Toxic Attacks on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool.

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 Envy: The model's Close Combat Attacks allocated towards models equipped with Close Combat Weapons other than Hand Weapons (regardless if they are using them or not) gain +2 Offensive Skill.

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.

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:

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).

Know Thyself: At the start of the Initiative Step in which the model's Close Combat Attacks will be performed, choose one model part from each enemy model in base contact and add their Attack Value Characteristics, excluding any modifiers, to the Attack Value of Kuulima's Deceiver. At the end of each Round of Combat, the model's Attack Value is **set** to 1.

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.

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.

Protean Magic: During Spell Selection, the Wizard must select its spells between the Learned Spell 1 of the Paths it has access to and the Hereditary Spell of its army. This rule overrides the Spell Selection rules connected to being Wizard Apprentice, Adept or Master.

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.

Suffocation: Si l'attaque est allouée à une figurine qui a la même taille que l'attaquant, elle gagne +1 pour toucher et +1 pour blesser.

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 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

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.

Imposteur de Kuulima #1



Sentinelle de Nukudja #1



Succubes #1



Succubes #2



Lémures #1



Chiens démoniaques #1



Démons griffus #1



Furies #1



Mouches infectieuses #1



Eidolons #1



Char titanicide #1

