



DAEMON LEGIONS

MISER SENTINEL - 5 060 POINTS




TOE Zaragoza'19

1425 pts (28.00 %) 1711 pts (34.00 %) 1924 pts (38.00 %) 0 pts (0.00 %)


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

Characters




MISER OF SUGULAG
Miser of Sugulag - *Gigantic - Beast - 50x100mm*

740 POINTS




Global	Adv	Mar	Dis				Model Rules
	7"	14"	9				Wizard Apprentice, Fearless, Supernal, Dominion of Greed
Defensive	HP	Def	Res	Arm	Aeg		
	6	6	7	0	5+	Half Off, Abyssal Armour	
Offensive	Att	Off	Str	Ap	Agi		
Miser of Sugulag	5	5	5	2	2	Hand Weapon	

Options | General • Greater Dominion • Wizard Adept • Evocation



SENTINEL OF NUKUJA - THRONE OF THE ORACLE #1
Sentinel of Nukuja - *Standard - Beast - 50x100mm*


685 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	9				Fear, Fearless, Supernal, Wizard Master, Omniscience, Third Eye
Defensive	HP	Def	Res	Arm	Aeg		
	5	5	5	0	4+	Aegis (1+, against Special Attacks)	
Offensive	Att	Off	Str	Ap	Agi		
Sentinel	1	5	5	2	1	Crush Attack, Hand Weapon	


Options | Divination

Core



SUCCUBI #1
Succubi x15 - *Standard - Beast - 25x25mm*

410 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		
Succubi	3	4	3	1	5	Talon Scythes	

Options | Smothering Coils



SUCCUBI #2

Succubi **x15** - Standard - Beast - 25x25mm

410 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
Succubi	3	4	3	1	5

Options	Smothering Coils
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LEMURES #1

Lemures **x14** - Standard - Beast - 25x25mm

891 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	5	0	5+
Offensive	Att	Off	Str	Ap	Agi
Lemures	1	3	3	0	2

Options	Standard Bearer • Unnatural Roots
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Special



HELLHOUNDS #1

Hellhounds **x5** - Standard - Beast - 25x50mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	7	Fearless, Supernal, Hellish Growl	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
Hellhound	3	5	3	0	4



HELLHOUNDS #2

Hellhounds **x5** - Standard - Beast - 25x50mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	7	Fearless, Supernal, Hellish Growl	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
Hellhound	3	5	3	0	4



HELLHOUNDS #3
Hellhounds x5 - Standard - Beast - 25x50mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	7	Fearless, Supernal, Hellish Growl		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	4	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Hellhound	3	5	3	0	4	Lethal Strike



MAGEBLIGHT GREMLINS #1
Mageblight Gremlins x2 - Standard - Beast - 40x40mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Light Troops, Fearless, Skirmisher, Supernal, Veil Stalker		
Defensive	HP	Def	Res	Arm	Aeg	
	4	3	3	0	5+	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Mageblight Gremlin	5	3	2	0	2	Poison Attacks, Spell Craving



HOARDERS #1
Hoarders x5 - Large - Beast - 40x40mm

515 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	
Hoarder	3	3	4	0	2	Tightening Grasp

Options

Chitinous Scales



HOPE HARVESTER #1
Hope Harvester - Large - Beast - 50x100mm

335 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	
Hope Harvester	4	4	6	3	1	Aether Battery (3+, 3+)

Options

Mark of the Eternal Champion



BRAZEN BEASTS #1
Brazen Beasts x3 - Large - Cavalry - 50x75mm

374 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Fear, Scoring, Fearless, Supernal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	4	3	4	0	5+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Daredevils	1	5	3	0	4
Beast	2	4	5	2	2

Options	Centipede Legs
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
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), 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></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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
A	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.
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.
2	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
3	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
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.
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	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.



Evocation

		<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.
1	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.

		Casting	Range	Type	Duration	Effect
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.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
5	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.
6	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.

Model Rules

Abyssal Armour: Follows the rules for Plate Armour. For each Veil Token in the owner's Veil Token pool, attacks against the wearer suffer -1 Armour Penetration, up to a maximum of 3.

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.

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Crush Attack:

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 Greed: Universal Rule.

The model gains +2 Defensive Skill while its unit is in base contact with an enemy Scoring Unit.

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.

Half Off: Personal Protection.

If the model suffers a wound from an attack with Multiple Wounds (X), reduce X by half, rounding fractions up.

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.

Hellish Grawl: Universal Rule.

At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Grawl must take a Discipline Test with a -1 modifier.

Failed to-wound rolls from attacks made by the model against units that fail this test must be rerolled. The effect lasts until the end of the Round of Combat.

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.

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.

Not a Leader: The model cannot be the General.

Omniscience: Universal Rule.

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).

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.

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.

Spell Craving: Attack Attribute - Close Combat.

The model can perform up to 3 Supporting Attacks. When determining Combat Score, a side with at least one model with Spell Craving Engaged in Combat adds +X to its side's Combat Score, where X is the number of non-Bound non-Attribute Spells known by enemy Wizards in units in base contact with it.

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.

Third Eye: Universal Rule.

At the beginning of each friendly Charge Phase, draw the Flux Card for that Player Turn instead of step 2 of the Magic Phase Sequence.

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)).

Veil Stalker: Universal Rule.

The model follows the rules for Ambush with the following exceptions:

When the unit arrives, the owner may choose to place it within 6" of an enemy model with Channel (instead of entering the Battlefield from the Board Edge). If so, it cannot perform any Advance Moves this Movement Phase (note that this does not prevent the unit from performing a Reform).

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 Character 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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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.

Miser of Sugulag



Sentinel of Nukuja - Throne of the Oracle
#1



Succubi #1



Succubi #2



Lemures #1



Hellhounds #1



Hellhounds #2



Hellhounds #3



Mageblight Gremlins #1



Hoarders #1



Hope Harvester #1



Brazen Beasts #1

