



DAEMON LEGIONS

LUNATIC ARMY COPY - 4 628 POINTS



1130 pts (25.00 %) 1193 pts (27.00 %) 2135 pts (47.00 %) 0 pts (0.00 %)

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

Characters



KUULIMA'S DECEIVER

Kuulima's Deceiver - Standard - Beast - 25x25mm

520 POINTS



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

Poison Attacks, Know Thyself, Hand Weapon

Options

General • Greater Dominion • Wizard Adept • Witchcraft • Guiding Venom Sacs



OMEN OF SAVAR

Omen of Savar - Standard - Beast - 50x50mm

610 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-------------------------------------|------|-----|--|-----|
| | 6" | 18" | 9 | Wizard Apprentice, Fear, Fearless, Supernal, Divine Right, Dominion of Pride | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 4 | 7 | 5 | 0 | 6+ |
| | Aegis (4+, against Magical Attacks) | | | | |
| Offensive | Att | Off | Str | Ap | Agi |
| Omen of Savar | D6+2 | D6+5 | 6 | 3 | 6 |

Hand Weapon

Options

Wizard Adept • Thaumaturgy • Unnatural Roots

Core



BEACHLURKERS

Lemures x16 - Standard - Beast - 25x25mm

431 POINTS



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

Options

Standard Bearer • Musician • Champion • Venom Sacs



SUCCUBI

Succubi **x19** - Standard - Beast - 25x25mm

407 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 | Standard Bearer • Musician • Champion |
|----------------|---------------------------------------|



MYRMIDONS

Myrmidons **x15** - Standard - Beast - 25x25mm

355 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 | Standard Bearer • Musician • Champion |
|----------------|---------------------------------------|

Special



MAGEBLIGHT GREMLINS

Mageblight Gremlins **x2** - Standard - Beast - 40x40mm

205 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 |

| | |
|----------------|------------|
| Options | Venom Sacs |
|----------------|------------|



CLAWED FIENDS

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

650 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|--------------|-----|-----|-----|-----------------------------|-----|---------|
| | 9" | 18" | 7 | Scoring, Fearless, Supernal | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 3 | 4 | 4 | 0 | 5+ | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Clawed Fiend | 3 | 4 | 4 | 2 | 4 | Smother |

| | |
|----------------|--|
| Options | Standard Bearer • Musician • Champion • Piercing Spike |
|----------------|--|



EIDOLONS

Eidolons x10 - Standard - Beast - 25x25mm

320 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|---|-----|
| | 5" | 10" | 7 | Light Troops, Fearless, 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 |



EIDOLONS_SCOUTS

Eidolons x5 - Standard - Beast - 25x25mm

195 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|---|-----|
| | 5" | 10" | 7 | Light Troops, Fearless, 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 |

| | |
|---------|-------|
| Options | Scout |
|---------|-------|



HOARDERS

Hoarders x3 - Large - Beast - 40x40mm

330 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 |

| | |
|---------|---|
| Options | Standard Bearer • Musician • Champion • Unnatural Roots |
|---------|---|



ENGINE OF DAMNATION

Engine of Damnation - Gigantic - Beast - 150x100mm

435 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|----------------|-----|-----|-----|--|-----|
| | 5" | 15" | 7 | Fear, Fearless, Not a Leader, Supernal | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 7 | 4 | 6 | 3 | 5+ |
| Offensive | Att | Off | Str | Ap | Agi |
| Hope Harvester | 4 | 4 | 6 | 3 | 1 |

| | |
|---------|-----------------|
| Options | Segmented Shell |
|---------|-----------------|

Magics

Racial Trait Spell

| Casting | Range | Type | Duration |
|---------|-------|------|----------|
|---------|-------|------|----------|

| | Casting | Range | Type | Duration |
|---|---------|-------|----------------------|----------|
| Spear of Infinity | | | | |
| Mf | 4+ | 24" | Hex, Missile, Damage | Instant |
| <i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), 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).</i> | | | | |



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

| | | Casting | Range | Type | Duration | Effect |
|---|----------------------|----------|--------------|---------------------------------------|---------------|--|
| 5 | Wrath of God | 12+ | 96" | Ground | Permanent | Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters. |
| 4 | Cleansing Fire | 5+ [8+] | Caster [18"] | [Augment], Focused | Instant | The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) <i>[This spell may only target Characters, Champions, and single model units.]</i> |
| 6 | Trial of Faith | 7+ [10+] | 12" [18"] | Hex, Missile, Damage, Focused, Direct | Instant | The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks. |
| 2 | Smite the Unbeliever | 6+ [9+] | 24" | Hex | Last one Turn | <i>Immediately after successfully casting this spell, roll a D6.</i> <i>[Choose which effect to apply when casting the spell.]</i> - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration. |
| 1 | Hand of Heaven | 5+ [8+] | 24" | Hex, Missile, Damage | Last one Turn | The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks. |
| 3 | Speaking in Tongues | 7+ [7+] | 18" | Hex | Last one Turn | Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag]. |



Witchcraft

| | | Casting | Range | Type | Duration | Effect |
|---|------------------|----------|-------|-----------|---------------|---|
| 5 | Will-o'-the-Wisp | 8+ [8+] | 18" | Universal | Last one Turn | The target gains Random Movement (2D6 [3D6]) |
| 4 | The Wheel Turns | 8+ [10+] | 24" | Hex | Last one Turn | Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers. |
| 3 | Twisted Effigy | 5+ [7+] | 36" | Hex | Last one Turn | The target cannot use Shooting Attacks <i>[and suffers a -2 modifier to its casting rolls]</i> . |
| 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. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. |
| 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. |

| | | Casting | Range | Type | Duration | Effect |
|---|-------------------|---------|-------|------|---------------|--|
| 2 | Deceptive Glamour | 4+ [6+] | 24" | Hex | Last one Turn | The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility. |

Model Rules

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.

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.

Divine Right: Universal Rule.

The model cannot join units with other Characters and other Characters cannot join its unit. The model must issue a Duel whenever possible (this cannot be prevented by issuing a Duel with another friendly model first). This duel must (if possible) be accepted by a Character unless a Champion accepts first. In addition, when fighting a Duel, the model gains Lethal Strike and Multiple Wounds (2).

Dominion of Envy: Universal Rule.

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 Pride: Universal Rule.

Units with more than half of their models with this rule may reroll failed Discipline Tests.

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:

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:

Know Thyself: Universal Rule.

At the start of the Initiative Step in which the bearer'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 bearer's Attack Value is set to 1.

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.

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.

Smother: Attack Attribute - Close Combat.

If the attack is allocated towards a Large model, it gains +1 to hit and +1 to wound.

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.

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).

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.

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.

Mageblight Gremlins



BeachLurkers



Clawed Fiends



Kuulima's Deceiver



Eidolons



Eidolons



Eidolons_Scouts



Hoarders



Succubi



Engine of Damnation



Myrmidons



Omen of Savar



