



DAEMON LEGIONS

AAAAAD - 4 499 POINTS



1775 pts (39.00 %) 1128 pts (25.00 %) 1426 pts (32.00 %) 170 pts (4.00 %)

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

Characters




COURTESAN OF CIBARESH #1
 Courtesan of Cibaresh - *Gigantic - Beast - 50x100mm*

930 POINTS




Global	Adv	Mar	Dis			Model Rules
	9"	18"	9			Fearless, Strider, Supernal, Wizard Apprentice, Avert your Gaze, Dominion of Lust
Defensive	HP	Def	Res	Arm	Aeg	
	6	7	5	0	5+	Distracting, Hard Target
Offensive	Att	Off	Str	Ap	Agi	
Courtesan of Cibaresh	6	7	5	4	7	Razor Tentacles, Hand Weapon

Options | General • Greater Dominion • Wizard Master • Kaleidoscopic Flesh • Iron Husk • Witchcraft



VANADRA'S SCOURGE #1
 Vanadra's Scourge - *Gigantic - Beast - 50x100mm*


845 POINTS



Global	Adv	Mar	Dis			Model Rules
	8"	16"	9			Fearless, Fly, Light Troops, Supernal, Dominion of Wrath, Rage
	7"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	7	4	6	0	5+	Aegis
Offensive	Att	Off	Str	Ap	Agi	
Vanadra's Scourge	5	7	7	4	0	Battle Focus, Devastating Charge, Hand Weapon


Options | Wizard Apprentice • Living Shield • Kaleidoscopic Flesh

Core



SUCCUBI #1
 Succubi **x24** - *Standard - Beast - 25x25mm*

618 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	7			Fearless, Scoring, Supernal
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Succubus	3	4	3	1	5	Suffocation

Options | Champion • Musician • Standard Bearer • Chilling Yawn



MYRMIDONS #1
Myrmidons x20 - Standard - Beast - 25x25mm

510 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Myrmidon	1	5	5	1	4

Options	Piercing Spike • Champion • Musician • Standard Bearer
Special	



BLAZING GLORY #2
Blazing Glory - Large - Beast - 50x50mm

340 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fear, Fearless, Supernal, Towering Presence, Falling Star	
Defensive	HP	Def	Res	Arm	Aeg
	5		5	0	5+
Offensive	Att	Off	Str	Ap	Agi
Blazing Glory	5		5	5	5

Options	Stiff Upper Lip
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BRAZEN BEASTS #1
Brazen Beasts x3 - Large - Cavalry - 50x75mm

406 POINTS



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

Options	Champion • Musician • Whipcrack Tail
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THRESHING ENGINE #1
Threshing Engine - Large - Construct - 50x100mm

345 POINTS



Global	Adv	Mar	Dis	Model Rules	
	10"	10"	7	Fearless, Supernal, Swiftstride	
Defensive	HP	Def	Res	Arm	Aeg
	4	4	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
Tiller	2	4	3	3	3
Draft Beast	1	3	3	0	3
Chassis			4	3	


Options	Legion Thresher • Standard Bearer
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THRESHING ENGINE #2


Threshing Engine - Large - Construct - 50x100mm

335 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	10"	10"	7	Fearless, Supernal, Swiftstride	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	4	4	4	0	5+ Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Tiller	2	4	3	3	3
Draft Beast	1	3	3	0	3 Harnessed
Chassis			4	3	Impact Hits, Inanimate


Options	Legion Thresher
<h2>Aves</h2>	



FURIES #1

Furies x5 - Standard - Beast - 25x25mm

170 POINTS



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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>H rep Spear of Infinity</h3>				
<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>				



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

		Casting Range	Type	Duration	Effect	
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

Aegis:

Avert your Gaze: Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

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

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.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Dominion of Lust: The model gains **Strider**. When rolling their Charge Range in the Charge Phase, units consisting entirely of models with Dominion of Lust **must** reroll failed Charge Range rolls if they are Located in the Charged unit's Flank or Rear Arc .

Dominion of Wrath: The model's attacks ignore Parry.

Elusive: Units composed entirely of models with Elusive may declare a Flee Charge Reaction despite being Fearless.

Falling Star: The model's Offensive Skill and Defensive Skill are **set** to twice the model's current number of Health Points. The model counts as a Character for the purpose of issuing, accepting, and refusing Duels. When the model fights a Duel during a Round of Combat, it gains **Stubborn** until the end of the Round of Combat.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fight in Extra Rank:

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.

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).

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.

Rage: Universal Rule.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

Razor Tentacles: The model gains +3 Attack Value while Engaged with one or more Flank or Rear Facings of enemy units. The additional attacks **must** be allocated towards R&F models in these units. Ignore this effect if the model cannot allocate any Close Combat Attacks towards R&F models.

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.

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.

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.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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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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



Vanadra's Scourge #1



Blazing Glory #1



Blazing Glory #2



Brazen Beasts #1



Succubi #1



Myrmidons #1



Sirens #1



Threshing Engine #1



Furies #1



Threshing Engine #2



