



**DAEMON LEGIONS**  
**LOVECRAFT23 - 4 099 POINTS**



1540 pts (34.00 %) 1137 pts (25.00 %) 1422 pts (32.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Aves**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

## Characters




**MISER OF SUGULAG #1**  
Miser of Sugulag - Gigantic - Beast - 50x100mm

**910 POINTS**




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

<b>Options</b>	General • Greater Dominion • Wizard Master • Segmented Shell • Divination
----------------	---



**MAW OF AKAAN #1**  
Maw of Akaan - Gigantic - Beast - 150x100mm


**630 POINTS**



Global	Adv	Mar	Dis			Model Rules
	7"	14"	9			Fearless, Supernal, Wizard Apprentice, Dominion of Gluttony
Defensive	HP	Def	Res	Arm	Aeg	
	9	5	5	0		Aegis, Fortitude, Devour
Offensive	Att	Off	Str	Ap	Agi	
<b>Maw of Akaan</b>	6	5	7	2	3	Hand Weapon


<b>Options</b>	Wizard Adept • Witchcraft
----------------	---------------------------

## Core



**LEMURES #1**  
Lemures x12 - Standard - Beast - 25x25mm

**356 POINTS**



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

<b>Options</b>	Unnatural Roots • Champion • Musician • Standard Bearer
----------------	---



### LEMURES #1

Lemures x13 - Standard - Beast - 25x25mm

379 POINTS



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

<b>Options</b>	Unnatural Roots • Champion • Musician • Standard Bearer
----------------	---



### LEMURES #1

Lemures x14 - Standard - Beast - 25x25mm

402 POINTS



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

<b>Options</b>	Unnatural Roots • Champion • Musician • Standard Bearer
----------------	---

Special



### HOPE HARVESTER #1

Hope Harvester - Large - Beast - 50x100mm

400 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform, Aether Battery	
Defensive	HP	Def	Res	Arm	Aeg
	5	4	5	3	5+
Offensive	Att	Off	Str	Ap	Agi
Hope Harvester	4	4	6	3	1

<b>Options</b>	Engine of Damnation • Aura of Despair
----------------	---------------------------------------



### HOARDERS #1

Hoarders x6 - Large - Beast - 40x40mm

657 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Fear, Fearless, Scoring, Strider, 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

<b>Options</b>	Chitinous Scales • Segmented Shell
----------------	------------------------------------



# BRAZEN BEASTS #1

Brazen Beasts **x3** - Large - Cavalry - 50x75mm

365 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Fear, Fearless, Scoring, 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>
Daredevil	1	5	3	0	4
					Battle Focus, Devastating Charge
Beast	2	4	5	2	2
					Battle Focus, Harnessed, Impact Hits

Options	Chitinous Scales
---------	------------------

## Magics

Racial Trait Spell

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



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.

		Casting	Range	Type	Duration	Effect
<b>5</b>	Unerring Strike	<7+> {10+}	18"	Hex, Missile, Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b> .
<b>3</b>	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
<b>4</b>	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 <b>&lt;and Shooting&gt;</b> Attacks.
<b>A</b>	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.
<b>6</b>	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
<b>1</b>	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>2</b>	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



Witchcraft

		Casting	Range	Type	Duration	Effect
<b>5</b>	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")
<b>3</b>	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>4</b>	The Wheel Turns	6+ [8+]	18"	Universal	Last one Turn	Melee Attacks against the target always (hit) [wound] on 4+.
<b>6</b>	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee (and Shooting) Attacks against the target must reroll failed to-wound rolls.
<b>1</b>	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.
<b>A</b>	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.
<b>2</b>	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

**Abyssal Armour:** Armour Equipment.

Plate Armour. For each Veil Token in the owner's Veil Token pool, hits against the wearer suffer -1 Armour Penetration, up to a maximum of -3.

**Aegis:**

**Aether Battery:** Artillery Weapon.

Volley Gun. Range 18", Shots 2D6x2, Str 4, AP 1.

Before rolling for the number of shots, the owner may choose to discard 1-3 Veil Tokens from their 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.

**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.

**Devour:** For each Health Point loss the model causes with Close Combat Attacks against enemy units, roll a D6 at the end of the Initiative Step. For each rolled 4+, the model gains +1 Health Point. When the model has 18 Health Points or more, all units within 9"; immediately suffer 2D6 hits with **Toxic Attacks**, and the model is removed as a casualty.

**Dominion of Gluttony:** The model **must** reroll natural to-wound rolls of '1' with its Melee Attacks.

**Dominion of Greed:** 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.

**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

**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.

**Not a Leader:** The model cannot be the General.

**Parry:**

**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.

**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:**

**Tightening Grasp:** 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 that the model's unit is fighting, except for the First Round of Combat, X is increased by 1 (e.g. Grind Attacks (1) becomes Grind Attacks (2)).

**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 Characters 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

## 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 profile with your phone.

Miser of Sugulag #1



Maw of Akaan #1



Lemures #1



Lemures #1



Lemures #1



Hope Harvester #1



Hoarders #1



Brazen Beasts #1

