



# DAEMON LEGIONS

## NURGLE - 2 547 POINTS



1075 pts (24.00%) 1137 pts (25.00%) 335 pts (7.00%) 0 pts (0.00%)  
**Characters**      **Core**      **Special**      **Aves**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



#### HARBINGER OF FATHER CHAOS #1

Harbinger of Father Chaos - *Standard - Cavalry - 25x50mm*

**220** POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	8				Light Troops, Fearless, Supernal
Defensive	HP	Def	Res	Arm	Aeg		
	3	5	4	0	4+		
Offensive	Att	Off	Str	Ap	Agi		
<b>Harbinger</b>	3	5	5	2	5	<b>Hand Weapon</b>	



#### MOUNT PALE HORSE

Global	Adv	Mar	Dis				Model Rules
	9"	18"	C				Strider, Elusive, Feigned Flight, Vanguard (12", 12")
Defensive	HP	Def	Res	Arm	Aeg		
	C	C	C	C	C	<b>Hard Target (1, 1)</b>	
Offensive	Att	Off	Str	Ap	Agi		
<b>Pale Horse</b>	1	3	3	0	3		

**Options**

Pale Horse • General



#### MAW OF AKAAN

Maw of Akaan - *Gigantic - Beast - 150x100mm*

**855** POINTS



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

**Options**

Wizard Master • Witchcraft • Guiding Digestive Vomit

### Core



#### LEMURES #1

Lemures x15 - *Standard - Beast - 25x25mm*

**377** POINTS





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

<b>Options</b>	Standard Bearer • Musician • Champion • Venom Sacs
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	<b>LEMURES #2</b> Lemures x10 - Standard - Beast - 25x25mm	225 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Fearless, 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>
<b>Lemures</b>	1	3	3	0	2

	<b>MYRMIDONS #1</b> Myrmidons x10 - Standard - Beast - 25x25mm	255 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Fearless, 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>
<b>Myrmidon</b>	1	5	5	1	4 Fight in Extra Rank, Devastating Charge



<b>Options</b>	Standard Bearer • Musician • Champion • Hot Blood
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	<b>IMPS #1</b> Imps x10 - Standard - Beast - 25x25mm	280 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Scoring, Fearless, Supernal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	2	3	0	5+ Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Imp</b>	1	2	2	0	3 Energy Bolts (4+, 4+)

<b>Options</b>	Champion • Musician • Standard Bearer • Firestarter (Spear of Infinity) • Incendiary Ichor
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## Special

	<b>HOPE HARVESTER #1</b> Hope Harvester - Large - Beast - 50x100mm	335 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Fear, Fearless, Not a Leader, War Platform, Supernal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	5	4	5	3	5+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Hope Harvester</b>	4	4	6	3	1 Aether Battery (3+, 3+)

<b>Options</b>	Mark of the Eternal Champion
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## Magics

Racial Trait Spell

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



Witchcraft

		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. 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.
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].
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.
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.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
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.

## 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.

**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:** Personal Protection.

For each Health Point loss the model causes with Close Combat Attacks, 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, all units within 9" immediately suffer 2D6 hits with Toxic Attacks, and the model is removed as a casualty

**Dominion of Gluttony:** Universal Rule.

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

**Energy Bolts:** Shooting Weapon.

Range 24", Shots 1, Str 5, AP 0, Reload!, Volley Fire.

**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:**

**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

**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:**

**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.

**Supernal:**

**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

## 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.

Harbinger of Father Chaos #1



Lemures #1



Maw of Akaan



Lemures #2



Myrmidons #1



Imps #1



Hope Harvester #1

