



DAEMON LEGIONS


BUGU - 4 510 POINTS



1790 pts (40.00 %) 1125 pts (25.00 %) 1425 pts (32.00 %) 170 pts (4.00 %)

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


Characters



FLEAU DE VANADRA #1


Vanadra's Scourge - Gigantic - Beast - 50x100mm

910 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	Evocation • Kaleidoscopic Flesh • Wizard Adept
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LADRE DE SUGULAG #1

Miser of Sugulag - Gigantic - Beast - 50x100mm


880 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		
Miser of Sugulag	5	5	5	2	2	Hand Weapon	

Options	General • Greater Dominion • Wizard Master • Thaumaturgy
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Core



SUCCUBES #1

Succubi x23 - Standard - Beast - 25x25mm

573 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
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SUCCUBES #1

Succubi x22 - Standard - Beast - 25x25mm

552 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

Options

Champion • Musician • Standard Bearer • Chilling Yawn

Special



POSSESSED GIANT #1

Possessed Giant - Gigantic - Infantry - 50x75mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Rage, Giant See, Giant Do (DL)	
Defensive	HP	Def	Res	Arm	Aeg
	7	3	5	1	5+
Offensive	Att	Off	Str	Ap	Agi
Possessed Giant	5	3	5	2	3

Options

Iron Husk • Unnatural Roots



POSSESSED GIANT #1

Possessed Giant - Gigantic - Infantry - 50x75mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Rage, Giant See, Giant Do (DL)	
Defensive	HP	Def	Res	Arm	Aeg
	7	3	5	1	5+
Offensive	Att	Off	Str	Ap	Agi
Possessed Giant	5	3	5	2	3

Options

Iron Husk • Unnatural Roots



AMONCELEURS #1

Hoarders x5 - Large - Beast - 40x40mm

665 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

Options

Mirrored Scales • Unnatural Roots • Champion • Musician • Standard Bearer

Aves



FURIES #1

Furies x5 - Standard - Beast - 25x25mm

170 POINTS



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

Magics

Racial Trait Spell

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



Evocation

		Casting	Range	Type	Duration	Effect
6	Danse Macabre	6+ {9+}	18" [9"Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
4	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}.
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.
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.
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	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 1D3 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.



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
2	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
3	Speaking in Tongues	5+	24"	Hex	Last one Turn	The target must take a Discipline Test: • If the test is passed, the target gains Fearless. • If the test is failed, the target becomes Shaken.
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.

		Casting	Range	Type	Duration	Effect
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. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits
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.) [This spell may only target Characters, Champions, and single model units.]
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: <ul style="list-style-type: none"> • If 1–3 is rolled, nothing happens. • If 4–6 is rolled, each unit within 2D6" 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 (for all other rules, the Caster is considered to be the attacker). The spell then ends.

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:

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.

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

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

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.

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.

Giant See, Giant Do (DL): Universal Rule.

The model gains Fearless and Supernal. In addition, at the start of each friendly Player Turn, before taking any Frenzy Tests, the model must take a Discipline Test that is modified by -X, where X corresponds to the difference between the number of Health Points that the model started the game with and its current number of Health Points. If failed, the model gains Battle Focus and Frenzy until the end of the game.

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:

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.

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:

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)).

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.

Fléau de Vanadra #1



Succubes #1



Succubes #1



Possessed Giant #1



Possessed Giant #1



Ladre de Sugulag #1



Amonceleurs #1



Furies #1

