



DAEMON LEGIONS

KUULIMA'S DECEIVER (LEAGUE) FINAL 5K OB DRAFT - 5 296 POINTS



1320 pts (26.00 %) 1787 pts (36.00 %) 1354 pts (27.00 %) 835 pts (17.00 %)
Characters **Core** **Special** **Aves**
 (40 Max) (25 Least) (0 NoLimit) (35 Max)

Characters



KUULIMA'S DECEIVER

Kuulima's Deceiver - Standard - Beast - 25x25mm

615 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

Wizard Master • Guiding Venom Sacs



OMEN OF SAVAR

Omen of Savar - Standard - Beast - 50x50mm

705 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	18"	9	Wizard Apprentice, Fear, Fearless, Supernal, Divine RightPride, Dominion of		
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

General • Greater Dominion • Wizard Adept • Divination • Dextrous Tentacles • Bronze Backbone • Stiff Upper Lip

Core



SUCCUBI

Succubi x19 - Standard - Beast - 25x25mm

540 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 • Smothering Coils



LEMURES

Lemures x10 - Standard - Beast - 25x25mm

655 POINTS



<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>
Lemures	1	3	3	0	2

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



MYRMIDONS

Myrmidons x21 - Standard - Beast - 25x25mm


592 POINTS



<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>
Myrmidon	1	5	5	1	4 Fight in Extra Rank, Devastating Charge

Options	Standard Bearer • Musician • Champion • Bronze Backbone
----------------	---


Special



HELLHOUNDS


Hellhounds x5 - Standard - Beast - 25x50mm

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	7	, Hellish Fearless, Supernal Growl	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	3	4	0	5+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hellhound	3	5	3	0	4 Lethal Strike


Options	Incendiary Ichor
----------------	------------------



HELLHOUNDS #2


Hellhounds x5 - Standard - Beast - 25x50mm

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	7	, Hellish Fearless, Supernal Growl	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	3	4	0	5+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hellhound	3	5	3	0	4 Lethal Strike


Options	Incendiary Ichor
----------------	------------------



MAGEBLIGHT GREMLINS

Mageblight Gremlins x3 - Standard - Beast - 40x40mm


253 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
---------------	------------	------------	------------	--------------------	--

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	, Veil Light Troops, Fearless, Skirmisher, SupernalStalker		
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	, Spell Poison AttacksCraving


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



HOPE HARVESTER


Hope Harvester - Large - Beast - 50x100mm

335 POINTS



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


Options	Mark of the Eternal Champion
---------	------------------------------



BRAZEN BEASTS

Brazen Beasts x3 - Large - Cavalry - 50x75mm


406 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fear, Scoring, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	3	4	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Daredevils	1	5	3	0	4	Battle Focus , Devastating Charge
Beast	2	4	5	2	2	, Battle HarnessedFocus , Impact Hits (2, 2)

Options	Standard Bearer • Musician • Whipcrack Tail
---------	---


Aves



FURIES

Furies x5 - Standard - Beast - 25x25mm

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	5	, Fly (10", 20", 10", Light Troops, Fearless, Skirmisher, Supernal20")		
	10"	20"				
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Fury	1	3	4	1	4	Devastating Charge



FURIES #2

Furies x5 - Standard - Beast - 25x25mm

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	5	, Fly (10", 20", 10", Light Troops, Fearless, Skirmisher, Supernal20")		
	10"	20"				
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Fury	1	3	4	1	4	Devastating Charge



VEIL SERPENTS

Veil Serpents x6 - Large - Beast - 40x40mm

505 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	7	, Fly (9", 12", 9", Light Troops, Fearless, Supernal, Wizard Conclave12") , Morphlings		
	9"	12"				
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Veil Serpent	3	4	4	0	4	

Options

Champion • Must select 2 spells from

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Spear of Infinity				
<i>Mf</i>	4+	24"	Hex, Missile, Damage	Instant
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).				



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
5	Unerring Strike 7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Scrying 7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	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 and Shooting Attacks.
6	Portent of Doom 8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy 7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
A	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.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
2	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

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.

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.

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:

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.

Hellish Growl: Universal Rule.

At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Growl must take a Discipline Test with a -1 modifier. Failed to-wound rolls from attacks made by the model against units that fail this test must be rerolled. The effect lasts until the end of the Round of Combat.

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.

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.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

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.

Morphlings: Universal Rule.

During Spell Selection, each unit of Veil Serpents must choose a Manifestation from the list below and apply the effects during the game.

- Writhing Nightmares
- Mesmerising Plumage
- Chilling Yawn

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 if 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.

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.

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.

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).

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's category (for Army List creation). - It cannot issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as 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

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.

Kuulima's Deceiver



Omen of Savar



Succubi



Lemures



Myrmidons



Hellhounds



Hellhounds #2



Mageblight Gremlins



Hope Harvester



Brazen Beasts



Furies



Furies #2



Veil Serpents

