



# DAEMON LEGIONS

## LIST LEGIONS DEMONIAQUES (v2020 BETA 3) #2 - 5 250 POINTS



1650 pts (37.00%) 1955 pts (43.00%) 1480 pts (33.00%) 1010 pts (22.00%)  
**Characters**      **Core**      **Special**      **Aves**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters




### FLEAU DE VANADRA


Vanadra's Scourge - Gigantic - Beast - 50x100mm

## 845 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	, Fly (7",14"), Light Troops, Fearless, Supernal7",14"), , Dominion of Wrath		
	7"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	7	4	6	0	5+	Aegis (4+, against Melee Attacks)
Offensive	Att	Off	Str	Ap	Agi	
Vanadra's Scourge	5	7	7	4	0	<b>Battle Focus</b> , Rage, Devastating Charge, Hand Weapon


<b>Options</b>	Wizard Adept • Evocation
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### AUGURE DE SAVAR #1

Omen of Savar - Standard - Beast - 50x50mm

## 805 POINTS



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

<b>Options</b>	General • Greater Dominion • Wizard Master • Thaumaturgy • Bronze Backbone
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### Core



### MYRMIDONS #1

Myrmidons x15 - Standard - Beast - 25x25mm

## 365 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Myrmidon	1	5	5	1	4	<b>Fight in Extra Rank</b> , Devastating Charge

<b>Options</b>	Musician • Unhinging Jaw
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### LEMURES #1

Lemures x10 - Standard - Beast - 25x25mm

635 POINTS



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

<b>Options</b>	Standard Bearer • Unnatural Roots
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### LEMURES #2

Lemures x10 - Standard - Beast - 25x25mm

635 POINTS



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

<b>Options</b>	Standard Bearer • Unnatural Roots
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### DIABLOTINS #1

Imps x10 - Standard - Beast - 25x25mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	5+ Aegis
Offensive	Att	Off	Str	Ap	Agi
Imp	1	2	2	0	3 Energy Bolts (4+, 4+)

<b>Options</b>	Champion • Standard Bearer • Firestarter (Hand of Heaven) • Firestarter (Spear of Infinity)
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Special



### CHAR TITANICIDE #1

Titanslayer Chariot - Large - Construct - 50x100mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	7"	8	, Mountain Fearless, Swiftstride, SupernalBreaker	
Defensive	HP	Def	Res	Arm	Aeg
	4	4	5	0	5+
Offensive	Att	Off	Str	Ap	Agi
Myrmidon(2)	1	5	5	1	4 Devastating Charge
Chthonic Machinator	3	3	6	3	3 Harnessed
Chassis			7	2	Inanimate, Impact Hits (D3+1, D3+1)

<b>Options</b>	Divining Snout
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**CHAR TITANICIDE #2**  
Titanslayer Chariot - Large - Construct - 50x100mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	, Mountain Fearless, Swiftstride, SupernalBreaker		
Defensive	HP	Def	Res	Arm	Aeg	
	4	4	5	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
<b>Myrmidon(2)</b>	1	5	5	1	4	Devastating Charge
<b>Chthonic Machinator</b>	3	3	6	3	3	Harnessed
<b>Chassis</b>			7	2		Inanimate, Impact Hits (D3+1, D3+1)

<b>Options</b>	Divining Snout
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**GLOIRE ETINCELANTE #1**  
Blazing Glory - Large - Beast - 50x50mm

325 POINTS



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

<b>Options</b>	Cloven Hooves
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**GLOIRE ETINCELANTE #2**  
Blazing Glory - Large - Beast - 50x50mm

325 POINTS



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

<b>Options</b>	Cloven Hooves
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**SIRENES #1**  
Sirens x5 - Standard - Cavalry - 25x50mm

195 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Strider, Feigned Flight, Vanguard (12", 12"), Light Troops, Fearless, Supernal, Elusive		
Defensive	HP	Def	Res	Arm	Aeg	
	1	5	3	0	5+	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
<b>Siren</b>	2	5	4	1	4	
<b>Symbiotic Steed</b>	1	3	3	0	3	Harnessed



## FARFADETS TRAQUE-MAGE #1

Mageblight Gremlins x2 - Standard - Beast - 40x40mm

205 POINTS



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	Poison AttacksCraving, Spell

### Options

Venom Sacs

## Aves



## FURIES #1

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

## Magics

### Racial Trait Spell

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



### Evocation

		Casting	Range	Type	Duration	Effect
1	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.
4	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.
5	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 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.
6	Danse Macabre	5+ [9+]	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.



## 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
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; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, 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. The spell then ends, remove all counters.
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.]
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.
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.
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.
3	Speaking in Tongues	7+ [7+]	18"	Hex	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

## Model Rules

### 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.

### 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 Pride:

Universal Rule.  
Units with more than half of their models with this rule may reroll failed Discipline Tests.

### Dominion of Wrath:

Universal Rule.  
The model's attacks ignore Parry.

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

### Energy Bolts:

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

### Falling Star:

Universal Rule.  
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 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 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.

**Mountain Breaker:** Universal Rule.

The model gains +2" Advance Rate when rolling for Charge Range against units that consist entirely of models with Towering Presence in the Charge Phase. In addition, the model's Impact Hits gain Multiple Wounds (D3, against Towering Presence).

**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.

**Rage:** Attack Attribute - Close Combat.

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.

**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.

**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:**

**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.

**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).

**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

Your 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



Augure de Savar #1



Myrmidons #1



Lémures #1



Lémures #2



Diablotins #1



Char taticide #1



Char taticide #2



Gloire étincelante #1



Gloire étincelante #2



Sirènes #1



Farfadets traque-mage #1



Furies #1

