



DAEMON LEGIONS

7 - 4 499 POINTS



1615 pts (36.00 %) 1128 pts (25.00 %) 1076 pts (24.00 %) 680 pts (15.00 %)
Characters **Core** **Aves** **Special**
 (40 Max) (25 Least) (35 Max) (0 NoLimit)

Characters



COURTESAN OF CIBARESH

Courtesan of Cibaresh - Gigantic - Beast - 50x100mm

800 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Fearless, Supernal, Wizard Apprentice, Avert your GazeLust, Dominion of		
Defensive	HP	Def	Res	Arm	Aeg	
	6	7	5	0	5+	Distracting, Hard Target
Offensive	Att	Off	Str	Ap	Agi	
Courtesan of Cibaresh	6	7	5	4	7	Razor Tentacles, Hand Weapon

Options

General • Wizard Adept • Witchcraft • Greater Dominion • Living Shield • Iron Husk



VANADRA'S SCOURGE

Vanadra's Scourge - Gigantic - Beast - 50x100mm

815 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, Rage, Hand Weapon

Options

Wizard Apprentice • Evocation • Living Shield

Core



MYRMIDONS #1

Myrmidons x17 - Standard - Beast - 25x25mm

433 POINTS



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

Options

Champion • Standard Bearer • Whipcrack Tail



SUCCUBI #1

Succubi x10 - Standard - Beast - 25x25mm

225 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



SUCCUBI #2

Succubi x10 - Standard - Beast - 25x25mm

225 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



IMPS #1

Imps x10 - Standard - Beast - 25x25mm

245 POINTS



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

Options

Champion • Mark of the Eternal Champion

Special



THRESHING ENGINE #1

Threshing Engine - Large - Construct - 50x100mm

345 POINTS



Global	Adv	Mar	Dis	Model Rules	
	10"	10"	7	Fearless, Supernal, Swiftstride	
Defensive	HP	Def	Res	Arm	Aeg
	4	4	4	0	5+ Hard Target
Offensive	Att	Off	Str	Ap	Agi
Tiller	2	4	3	3	3
Draft Beast	1	3	3	0	3 Harnessed
Chassis			4	3	Impact Hits, Inanimate

Options

Standard Bearer • Legion Thresher



HOPE HARVESTER #1

Hope Harvester - Large - Beast - 50x100mm

335 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform, Aether Battery	
<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>
Hope Harvester	4	4	6	3	1

Options	Mark of the Eternal Champion
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Aves



BLOAT FLIES #1


Bloat Flies x5 - Large - Beast - 50x75mm

590 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	8	, Acid Fear, Fearless, Fly, Light Troops, SupernalBlood	
	6"	14"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	2	4	0	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Bloat Fly	2	5	6	3	3


Options	Champion • Musician • Standard Bearer • Kaleidoscopic Flesh
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VEIL SERPENTS #1

Veil Serpents x6 - Large - Beast - 40x40mm

486 POINTS



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

Options	Champion
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Magics

Racial Trait Spell

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

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
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.
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][color].
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.
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.



Witchcraft

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
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].
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.
5	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")
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
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.
4	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.
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.

Model Rules

Acid Blood: For each Fortitude Save the model fails against enemy Melee Attacks, the model immediately inflicts 1 hit with Toxic Attacks on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool.

Aegis:

Aether Battery: Artillery Weapon.

Volley Gun. 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 their Veil Token pool. If so, the number of shots is increased by 3 per discarded Veil Token.

Avert your Gaze: Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

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.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Dominion of Lust: The model gains **Strider**. When rolling their Charge Range in the Charge Phase, units consisting entirely of models with Dominion of Lust must reroll failed Charge Range rolls if they are Located in the Charged unit's Flank or Rear Arc.

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.

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.

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

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.

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

Not a Leader: The model cannot be the General.

Rage: Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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.

Razor Tentacles: If the attack hits an enemy R&F model and the attacker is Engaged with the target's Flank or Rear Facing, the attacker inflicts additional hits, up to a maximum of 4, with the following rules: • Flank: 1 additional hit for each file of the target's unit after the first. • Rear: 1 additional hit for each rank of the target's unit after the first. • The Strength and Armour Penetration of the additional hits are **always** set to half the attacker's Strength and Armour Penetration respectively, rounding fractions up. • The additional hits do not generate any further hits, and they are Melee Attacks that are distributed onto the target's unit.

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:

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.

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

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.

Bloat Flies #1



Veil Serpents #1



Threshing Engine #1



Myrmidons #1



Succubi #1



Succubi #2



Imps #1



Courtesan of Cibaresh



Vanadra's Scourge



Hope Harvester #1

