



# DAEMON LEGIONS

## DAM4 - 2 605 POINTS



950 pts (36.00%) 785 pts (29.00%) 705 pts (26.00%) 905 pts (34.00%)  
**Characters**      **Core**      **Special**      **Aves**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



**HARBINGER OF FATHER CHAOS #1**  
 Harbinger of Father Chaos - Standard - Beast - 25x25mm

**210 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>	

<b>Options</b>	Battle Standard Bearer
----------------	------------------------



**SENTINEL OF NUKUJA - STRIXIAN SPIRIT**  
 Sentinel of Nukuja - Strixian Spirit - Gigantic - Beast - 50x100mm

**740 POINTS**



Global	Adv	Mar	Dis				Model Rules
	2"	4"	9				Fly (6",18"), Fear, Light Troops, Fearless, Supernal6",18") , Wizard Master, Omniscience , Dominion of Sloth, Strixian Spirit, Third Eye
	6"	18"					
Defensive	HP	Def	Res	Arm	Aeg		
	6	5	5+1	0	4+		
Offensive	Att	Off	Str	Ap	Agi		
<b>Sentinel</b>	1	5	5	2	1	<b>Crush Attack, Hand Weapon</b>	

<b>Options</b>	General • Thaumaturgy • Greater Dominion
----------------	--

### Core



**IMPS #1**  
 Imps x11 - Standard - Beast - 25x25mm

**220 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		
<b>Imp</b>	1	2	2	0	3	<b>Energy Bolts (4+, 4+)</b>	



**SUCCUBI #1**  
 Succubi x25 - Standard - Beast - 25x25mm

**565 POINTS**



Global	Adv	Mar	Dis				Model Rules
--------	-----	-----	-----	--	--	--	-------------

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	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>Succubi</b>	3	4	3	1	5

**Options** | Standard Bearer • Musician • Champion • Mesmerising Plumage

**Special**



**HOARDERS #1**

Hoarders x6 - Large - Beast - 40x40mm


**705 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Strider, Fear, Scoring, Fearless, Supernal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	4	5	5	0	5+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Hoarder</b>	3	3	4	0	2

**Options** | Standard Bearer • Musician • Champion • Smothering Coils

**Aves**



**FURIES #1**

Furies x5 - Standard - Beast - 25x25mm

**165 POINTS**




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

**Magics**

Racial Trait Spell

	Casting	Range	Type	Duration
	<b>Spear of Infinity</b>			
<i>Mf</i>	4+	24"	Hex, Missile, Damage	Instant
<p><i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)].</i></p> <p><i>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></p>				



**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

		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 <b>Commanding Presence</b> [Rally around the Flag].

## Model Rules

### Aegis:

### Crush Attack:

### 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 Sloth: Universal Rule.

The model gains Aegis (+1, against Special 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.

**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:

**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.

### Omniscience: Universal Rule.

In the owner's Magic Phase, if the model did not March Move or declare a Charge this Player Turn, the cost of converting Veil Tokens into Magic Dice is decreased to 2:1 during this Player Turn (1 Magic Dice per 2 Veil Tokens).

**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.

**Strixian Spirit:** Universal Rule. The model changes its Height to Gigantic, gains Fly (6", 18"), Light Troops, and +1 Health Point.

**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.

**Third Eye:** Universal Rule. At the beginning of each friendly Charge Phase, draw the Flux Card for that Player Turn instead of step 2 of the Magic Phase Sequence.

**Tightening Grasp:** Special Attack. 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 other than the First Round of Combat, if the model is Engaged, X is increased by +1 (e.g. Grind Attacks (1) becomes Grind Attacks (2)).

**Wizard Master:** - Knows 4 spells.  
- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.  
The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and 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



Sentinel of Nukuja - Strixian Spirit



Imps #1



Succubi #1



Hoarders #1



Furies #1

