



DAEMON LEGIONS

LIST DAEMON LEGIONS (2.3.1) #5 - 3 290 POINTS



1190 pts (30.00 %) 1040 pts (26.00 %) 1060 pts (27.00 %) 0 pts (0.00 %)

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

Characters



SENTINEL OF NUKUJA

Sentinel of Nukuja - Standard - Beast - 50x100mm

740 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Fear, Fearless, Supernal, Wizard Master, Omniscience, Third Eye	
Defensive	HP	Def	Res	Arm	Aeg
	5	5	5	0	4+
Offensive	Att	Off	Str	Ap	Agi
Sentinel	1	5	5	2	1

Crush Attack, Hand Weapon



MOUNT DARK PULPIT

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Tall	
Defensive	HP	Def	Res	Arm	Aeg
	5	C	C	1	C
Offensive	Att	Off	Str	Ap	Agi
Dark Pulpit	4	4	5	0	1

Cannot be Stomped

Options General • Greater Dominion • Divination • Dark Pulpit • Dark Fire (2+)



HARBINGER OF FATHER CHAOS

Harbinger of Father Chaos - Standard - Beast - 50x100mm

450 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
Harbinger	3	5	5	2	5

Hand Weapon



MOUNT DARK PULPIT

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Tall	
Defensive	HP	Def	Res	Arm	Aeg
	5	C	C	1	C
Offensive	Att	Off	Str	Ap	Agi
Dark Pulpit	4	4	5	0	1

Cannot be Stomped

Options Battle Standard Bearer • Wizard Adept • Dark Pulpit • Dark Fire (3+) • Witchcraft

Core



IMPS

Imps x24 - Standard - Beast - 25x25mm

520 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+)

Options	Champion • Musician • Standard Bearer • Firestarter (Hand of Heaven) • Mark of the Eternal Champion
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IMPS

Imps x24 - Standard - Beast - 25x25mm

520 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+)

Options	Champion • Musician • Standard Bearer • Firestarter (Hand of Heaven) • Mark of the Eternal Champion
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Special



EIDOLONS CHAFF

Eidolons x5 - Standard - Beast - 25x25mm

195 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Light Troops, Fearless, Skirmisher, Supernal, Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	4	0	5+	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Eidolon	1	2	2	0	3	Dark Fire (3+, 3+)

Options	Aura of Despair
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EIDOLONS CHAFF

Eidolons x5 - Standard - Beast - 25x25mm

195 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Light Troops, Fearless, Skirmisher, Supernal, Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	4	0	5+	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Eidolon	1	2	2	0	3	Dark Fire (3+, 3+)

Options	Aura of Despair
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HOPE HARVESTER #1

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

Options	Mark of the Eternal Champion
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HOPE HARVESTER #2

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

Options	Mark of the Eternal Champion
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Spear of Infinity				
Mf	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.

		Casting	Range	Type	Duration	Effect
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).



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].



Witchcraft

		Casting	Range	Type	Duration	Effect
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.
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].
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.
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.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound 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.

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.

Crush Attack:

Dark Fire: Shooting Weapon.

Range 18", Shots 2, Str 4, AP 0.

Armour Save rolls of '1', '2', '3', and '4' are always considered failed when saving wounds caused by Dark Fire.

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.

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.

Not a Leader: The model cannot be the General.

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.

Supernal:

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.

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 Characters 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 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.

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.

Sentinel of Nukuja



Harbinger of Father Chaos



Imps



Imps



Eidolons Chaff



Eidolons Chaff



Hope Harvester #1



Hope Harvester #2

