



LEGIONS OF SIN

APATHIE 2 - 4 498 POINTS



710 pts (16.00%) 0 pts (0.00%) 0 pts (0.00%)
 818 pts (18.00%) 1028 pts (23.00%) 2652 pts (59.00%)
Characters **Core** **Special**
 (0 NoLimit) (40 Max) (0 NotAllowed) (20 Least) (0 NotAllowed) (0 NoLimit)

Characters



SENTINEL OF NUKUJA #1
Sentinel of Nukuja - Standard - Beast - 50x100mm


818 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	


Options | General • Greater Dominion • Soporific Secretions • Strixian Spirit • Dark Fire (2+)

Core




IMPS #1
Imps x10 - Standard - Beast - 25x25mm

320 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options | Champion • Musician • Standard Bearer • Firestarter - Spear Of Infinity • Lance of Lethargy




IMPS #2
Imps x11 - Standard - Beast - 25x25mm

335 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options | Champion • Musician • Standard Bearer • Firestarter - Spear Of Infinity • Lance of Lethargy



LEMURES #1
Lemures x13 - Standard - Beast - 25x25mm

373 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	"	"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Options | Champion • Musician • Standard Bearer • Soporific Secretions

Special



POSSESSED GIANT #1

Possessed Giant - Gigantic - Infantry - 50x75mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Giant See, Giant Do, Rage	
Defensive	HP	Def	Res	Arm	Aeg
	7	3	5	1	5+
Offensive	Att	Off	Str	Ap	Agi
Possessed Giant	5	3	5	2	3

Options	Iron Husk • Living Shield
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POSSESSED GIANT #2

Possessed Giant - Gigantic - Infantry - 50x75mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Giant See, Giant Do, Rage	
Defensive	HP	Def	Res	Arm	Aeg
	7	3	5	1	5+
Offensive	Att	Off	Str	Ap	Agi
Possessed Giant	5	3	5	2	3

Options	Iron Husk • Living Shield
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EIDOLONS #1

Eidolons x10 - Standard - Beast - 25x25mm

490 POINTS



Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi

Options	Scout • Champion • Fate's Judgement (Divination) • Spear Of Infinity (hereditary Spell)
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VEIL SERPENTS #1

Veil Serpents x6 - Large - Beast - 40x40mm

486 POINTS



Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi

Options	Champion • Twisted Effigy (witchcraft) • Spear Of Infinity (hereditary Spell) • Soporific Secretions
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VEIL SERPENTS #2

Veil Serpents x6 - Large - Beast - 40x40mm

486 POINTS



Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi

Options	Champion • Deceptive Glamour (witchcraft) • Spear Of Infinity (hereditary Spell) • Soporific Secretions
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TITANSLAYER CHARIOT #1

Titanslayer Chariot - Large - Construct - 50x100mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi

Options	Standard Bearer
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TITANSLAYER CHARIOT #2

Titanslayer Chariot - Large - Construct - 50x100mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi

Options	Standard Bearer
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Spear of Infinity				
<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), Magical Attacks, and [Multiple Wounds (2)].</i> <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>				



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	Screying	<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.
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.
6	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
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.
2	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Model Rules

Giant See, Giant Do: Universal Rule.
The model gains Fearless, Frenzy, and Supernal.

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

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.

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 #1



Imps #1



Imps #2



Lemures #1



Possessed Giant #1



Possessed Giant #2



Eidolons #1



Veil Serpents #1



Veil Serpents #2



Titanslayer Chariot #1



Titanslayer Chariot #2

