



# DAEMON LEGIONS

## 1600 DAEMONS - 3 370 POINTS



275 pts (8.00%) 156 pts (5.00%) 355 pts (11.00%) 400 pts (12.00%) 2184 pts (65.00%) 0 pts (0.00%)

**Rare**      **Special**      **Lords**      **Heroes**      **Core**      **Mount**  
 (25 Max)      (50 Max)      (50 Max)      (50 Max)      (25 Least)      (0 NoLimit)

### Lords



#### DAEMON PRINCE #1

Daemon Prince - Standard - Infantry - 20x20mm

355 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Prince	8	9	5	6	5	4	8	5	9	Monster
<b>Model Rules</b>	Daemon of True Chaos • Otherworldly • Daemonic Instability • Stubborn									

<b>Options</b>	with Mark of Pestilence • Heavy Armour
<b>Magic items</b>	Eternal Sword (Lord) • Seventh Seal

### Heroes



#### HARBINGER OF PESTILENCE #1

Harbinger of Pestilence - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harbinger of Pestilence	4	5	5	5	5	2	4	3	8	Infantry
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Daemon of Pestilence									

<b>Options</b>	Level 2 (Wizard Apprentice) • Aspect: Contamination
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#### HARBINGER OF PESTILENCE #2

Harbinger of Pestilence - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harbinger of Pestilence	4	5	5	5	5	2	4	3	8	Infantry
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Daemon of Pestilence									

<b>Options</b>	Level 2 (Wizard Apprentice) • Supreme Aspect: Bloated Putrefaction
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### Core



#### TALLYMEN #2

Tallymen x10 - Standard - Infantry - 20x20mm

1 050 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tallyman	4	3	3	4	4	1	2	1	7	Infantry
Champion	4	4	4	4	4	1	2	2	7	
<b>Model Rules</b>	Poisoned Attacks • Otherworldly • Daemonic Instability • Daemon of Pestilence									

<b>Options</b>	If General has the same Daemonic Mark, may take Contamination • Champion • Musician • Standard Bearer
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### TALLYMEN #1

Tallymen x14 - Standard - Infantry - 20x20mm

1 134 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tallyman	4	3	3	4	4	1	2	1	7	Infantry
Champion	4	4	4	4	4	1	2	2	7	
<b>Model Rules</b>	Poisoned Attacks • Otherworldly • Daemonic Instability • Daemon of Pestilence									

**Options** Parry • If General has the same Daemonic Mark, may take Contamination • Champion • Musician • Standard Bearer

## Special



### PLAGUEINGS #1

Plaguelings x2 - Standard - Infantry - 20x20mm

156 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Plagueling	5	3	3	2	2	5	3	4	7	Swarm
<b>Model Rules</b>	Vanguard • Otherworldly • Daemonic Instability • Scouts • Daemon of Pestilence									

**Options** (Monotheist Army only) Contamination

## Rare



### DAEMON ENGINE #1

Daemon Engine - Standard - Infantry - 20x20mm

275 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Engine	8	3	4	6	6	7	3	4	7	Monster
<b>Model Rules</b>	Daemon of True Chaos • Otherworldly • Daemonic Instability • Crush Attack • Innate Defence (4+)									

**Options** with Mark of Pestilence • Hellish Bolt

## Magics

### Magic items

Eternal Sword (Lord):

Seventh Seal:

### Model Rules

**Crush Attack:**

**Daemon of Pestilence:**

**Daemon of True Chaos:**

**Daemonic Instability:**

**Innate Defence (4+):**

**Otherworldly:**

**Poisoned Attacks:**

**Scouts:**

**Stubborn:**

**Vanguard:**

## 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.

Daemon Engine #1



Daemon Prince #1



Harbinger of Pestilence #1



Harbinger of Pestilence #2



Plaguelings #1



Tallymen #2



Tallymen #1

