



# DAEMON LEGIONS

## LUST - 1 495 POINTS



0 pts (0.00 %) 0 pts (0.00 %) 1495 pts (33.00 %) 0 pts (0.00 %)  
**Characters**    **Core**    **Special**    **Aves**  
 (40 Max)    (25 Least)    (0 NoLimit)    (35 Max)

### Special



#### SIRENS #2

Sirens x15 - Standard - Cavalry - 25x50mm

445 POINTS



Global	Adv	Mar	Dis				Model Rules
	9"	18"	9				Strider, Feigned Flight, Vanguard (12", 12"), Light Troops, Fearless, Supernal, Elusive
Defensive	HP	Def	Res	Arm	Aeg		
	1	5	3	0	5+	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi		
<b>Siren</b>	2	5	4	1	4		
<b>Symbiotic Steed</b>	1	3	3	0	3	Harnessed	



#### SIRENS #3

Sirens x15 - Standard - Cavalry - 25x50mm

445 POINTS



Global	Adv	Mar	Dis				Model Rules
	9"	18"	9				Strider, Feigned Flight, Vanguard (12", 12"), Light Troops, Fearless, Supernal, Elusive
Defensive	HP	Def	Res	Arm	Aeg		
	1	5	3	0	5+	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi		
<b>Siren</b>	2	5	4	1	4		
<b>Symbiotic Steed</b>	1	3	3	0	3	Harnessed	



#### SIRENS #1

Sirens x24 - Standard - Cavalry - 25x50mm

605 POINTS



Global	Adv	Mar	Dis				Model Rules
	9"	18"	9				Strider, Feigned Flight, Vanguard (12", 12"), Light Troops, Fearless, Supernal, Elusive
Defensive	HP	Def	Res	Arm	Aeg		
	1	5	3	0	5+	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi		
<b>Siren</b>	2	5	4	1	4		
<b>Symbiotic Steed</b>	1	3	3	0	3	Harnessed	

**Options**

Champion • Musician • Standard Bearer

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>Spear of Infinity</i>				
<i>Mf</i>	4+	24"	Hex, Missile, Damage	Instant

Casting	Range	Type	Duration
<i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), 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).</i>			

## Model Rules

**Elusive:** Units composed entirely of models with Elusive may declare a Flee Charge Reaction despite being Fearless.

**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.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

### 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 with at least one model part with Harnessed is considered to be mounted.

**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.

**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.

### Supernal:

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

## Qr codes of your army

Your 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.

