



DAEMON LEGIONS

SLANEESHTTEST - 1 055 POINTS



0 pts (0.00%) 415 pts (28.00%) 640 pts (43.00%) 0 pts (0.00%)
Characters **Core** **Special** **Aves**
 (40 Max) (25 Least) (0 NoLimit) (35 Max)

Core



SUCCUBI #1

Succubi x14 - Standard - Beast - 25x25mm

415 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Scoring, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Succubi	3	4	3	1	5	Talon Scythes

Options

Standard Bearer • Musician • Champion • Smothering Coils

Special



THRESHING ENGINE OF LEGION #1

Threshing Engine of Legion - Large - Construct - 150x100mm

325 POINTS



Global	Adv	Mar	Dis	Model Rules		
	10"	10"	7	Fearless, Swiftstride, Supernal, Colossal Stature		
Defensive	HP	Def	Res	Arm	Aeg	
	8	4	4	0	5+	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Tillers(4)	2	4	3	3	3	
Draft Beasts(4)	1	3	3	0	3	Harnessed
Chassis			4	3		Inanimate, Impact Hits (4D3, 4D3)

Options

Whipcrack Tail



SIRENS #1

Sirens x10 - Standard - Cavalry - 25x50mm

315 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	
Siren	2	5	4	1	4	
Symbiotic Steed	1	3	3	0	3	Harnessed

Options

Champion • Centipede Legs

Magics

Racial Trait Spell

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

Colossal Stature: Universal Rule.

The model counts as Gigantic for the purpose of determining the number of Full Ranks.

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.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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.

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.

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:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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.

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

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.

Succubi #1



Threshing Engine of Legion #1



Sirens #1

