



DAEMON LEGIONS

LIST OMEN + BRAZEN BEASTS - 4 466 POINTS



1100 pts (24.00 %) 1104 pts (25.00 %) 2092 pts (46.00 %) 345 pts (8.00 %)

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

Characters



OMEN OF SAVAR #1

Omen of Savar - Large - Construct - 50x100mm

1 100 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|------|------|-----|--|-----|-------------------------------------|
| | 6" | 18" | 9 | , Dominion of Wizard Apprentice, Fear, Fearless, Supernal, Divine RightPride | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 4 | 7 | 5 | 0 | 6+ | Aegis (4+, against Magical Attacks) |
| Offensive | Att | Off | Str | Ap | Agi | |
| Omen of Savar | D6+2 | D6+5 | 6 | 3 | 6 | Hand Weapon |



MOUNT THRONE OF OVERWHELMING SPLENDOUR

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|---|-----|---------------------------------|
| | 9" | 9" | C | Fly (9",9", 9",9"), Light Troops, Tall, Rising Star, Towering Presence, Swiftstride | | |
| | 9" | 9" | | | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 5 | C | C | C | 4+ | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Writhing Majesties | 4 | 4 | 4 | 1 | 4 | Harnessed |
| Chassis | | | 5 | 2 | | Impact Hits (D6, D6), Inanimate |

Options | General • Greater Dominion • Throne of Overwhelming Splendour • Wizard Master • Thaumaturgy • Iron Husk • Brimstone Secretions • Bronze Backbone

Core



IMPS #1

Imps x10 - Standard - Beast - 25x25mm

325 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 | Musician • Standard Bearer • Firestarter (Hand of Heaven) • Sorcerous Antennae



MYRMIDONS #1

Myrmidons x29 - Standard - Beast - 25x25mm

779 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-----------------------------|-----|--|
| | 5" | 10" | 8 | Scoring, Fearless, Supernal | | |
| Defensive | HP | Def | Res | Arm | Aeg | |

| | | | | | | |
|------------------|------------|------------|------------|------------|------------|--|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> | |
| | 1 | 4 | 3 | 0 | 5+ | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Myrmidon | 1 | 5 | 5 | 1 | 4 | Fight in Extra Rank , Devastating Charge |

| | |
|----------------|--|
| Options | Standard Bearer • Musician • Champion • Piercing Spike |
| Special | |

| | | | |
|--|---|-------------------|---|
|  | TITANSLAYER CHARIOT #1 Titanslayer Chariot - Large - Construct - 50x100mm | 215 POINTS |  |
|--|---|-------------------|---|



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|----------------------------|------------|------------|------------|--|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 7" | 7" | 8 | , Mountain Fearless, Swiftstride, SupernalBreaker | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> | |
| | 4 | 4 | 5 | 0 | 5+ | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Myrmidon(2) | 1 | 5 | 5 | 1 | 4 | Devastating Charge |
| Chthonic Machinator | 3 | 3 | 6 | 3 | 3 | Harnessed |
| Chassis | | | 7 | 2 | | Inanimate, Impact Hits (D3+1, D3+1) |

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|----------------|----------------|
| Options | Divining Snout |
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|--|---|-------------------|--|
|  | TITANSLAYER CHARIOT #2 Titanslayer Chariot - Large - Construct - 50x100mm | 215 POINTS |  |
|--|---|-------------------|--|

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|----------------------------|------------|------------|------------|--|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 7" | 7" | 8 | , Mountain Fearless, Swiftstride, SupernalBreaker | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> | |
| | 4 | 4 | 5 | 0 | 5+ | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Myrmidon(2) | 1 | 5 | 5 | 1 | 4 | Devastating Charge |
| Chthonic Machinator | 3 | 3 | 6 | 3 | 3 | Harnessed |
| Chassis | | | 7 | 2 | | Inanimate, Impact Hits (D3+1, D3+1) |

| | |
|----------------|----------------|
| Options | Divining Snout |
|----------------|----------------|

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|--|--|-------------------|---|
|  | SIRENS #1 Sirens x5 - Standard - Cavalry - 25x50mm | 200 POINTS |  |
|--|--|-------------------|---|

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

| | |
|----------------|----------------|
| Options | Centipede Legs |
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BLAZING GLORIES #2
Blazing Glory - Large - Beast - 50x50mm

325 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|----------------------|-----|-----|-----|---|-----|
| | 8" | 16" | 8 | Fear, Towering Presence, Fearless, Supernal, Falling Star | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 5 | * | 5 | 0 | 5+ |
| Offensive | Att | Off | Str | Ap | Agi |
| Blazing Glory | 5 | * | 5 | 5 | 5 |

| | |
|----------------|---------------|
| Options | Cloven Hooves |
|----------------|---------------|



BLAZING GLORIES #2
Blazing Glory - Large - Beast - 50x50mm

325 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|----------------------|-----|-----|-----|---|-----|
| | 8" | 16" | 8 | Fear, Towering Presence, Fearless, Supernal, Falling Star | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 5 | * | 5 | 0 | 5+ |
| Offensive | Att | Off | Str | Ap | Agi |
| Blazing Glory | 5 | * | 5 | 5 | 5 |

| | |
|----------------|---------------|
| Options | Cloven Hooves |
|----------------|---------------|



BRAZEN BEASTS #1
Brazen Beasts x3 - Large - Cavalry - 50x75mm

406 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------------|-----|-----|-----|-----------------------------------|-----|--|
| | 7" | 14" | 8 | Fear, Scoring, Fearless, Supernal | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 4 | 3 | 4 | 0 | 5+ | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Daredevils | 1 | 5 | 3 | 0 | 4 | Battle Focus , Devastating Charge |
| Beast | 2 | 4 | 5 | 2 | 2 | HarnessedFocus , Battle, Impact Hits (2, 2) |

| | |
|----------------|--------------------------------------|
| Options | Musician • Champion • Whipcrack Tail |
|----------------|--------------------------------------|



BRAZEN BEASTS #2
Brazen Beasts x3 - Large - Cavalry - 50x75mm

406 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------------|-----|-----|-----|-----------------------------------|-----|--|
| | 7" | 14" | 8 | Fear, Scoring, Fearless, Supernal | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 4 | 3 | 4 | 0 | 5+ | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Daredevils | 1 | 5 | 3 | 0 | 4 | Battle Focus , Devastating Charge |
| Beast | 2 | 4 | 5 | 2 | 2 | HarnessedFocus , Battle, Impact Hits (2, 2) |

| | |
|----------------|--------------------------------------|
| Options | Musician • Champion • Whipcrack Tail |
|----------------|--------------------------------------|



FURIES #1

Furies x5 - Standard - Beast - 25x25mm

170 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|---|-----|
| | 4" | 8" | 5 | , Fly (10", 20", 10", Light Troops, Fearless, Skirmisher, Supernal20") | |
| | 10" | 20" | | | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 1 | 3 | 3 | 0 | 6+ |
| Offensive | Att | Off | Str | Ap | Agi |
| Fury | 1 | 3 | 4 | 1 | 4 |

| | |
|---------|----------|
| Options | Darkhide |
|---------|----------|

Magics

Racial Trait Spell

| Castling | 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). | | | |



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.

| | | Castling | 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]. |

Model Rules

Aegis:

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Divine Right: Universal Rule.

The model cannot join units with other Characters and other Characters cannot join its unit. The model must issue a Duel whenever possible (this cannot be prevented by issuing a Duel with another friendly model first). This duel must (if possible) be accepted by a Character unless a Champion accepts first. In addition, when fighting a Duel, the model gains Lethal Strike and Multiple Wounds (2).

Dominion of Pride: Universal Rule.

Units with more than half of their models with this rule may reroll failed Discipline Tests.

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

Energy Bolts: Shooting Weapon.

Range 24", Shots 1, Str 5, AP 0, Reload!, Volley Fire.

Falling Star: Universal Rule.

The model's Offensive Skill and Defensive Skill are set to twice the model's current number of Health Points.

The model counts as a Character for the purpose of Duels. When the model fights a Duel during a Round of Combat, it gains Stubborn until the end of the Round of Combat.

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.

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.

Fight in Extra Rank:

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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:

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 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.

Mountain Breaker: Universal Rule.

The model gains +2" Advance Rate when rolling for Charge Range against units that consist entirely of models with Towering Presence in the Charge Phase. In addition, the model's Impact Hits gain Multiple Wounds (D3, against Towering Presence).

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.

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.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard 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.

Omen of Savar #1



Imps #1



Myrmidons #1



Titanslayer Chariot #1



Titanslayer Chariot #2



Sirens #1



Blazing Glories #2



Blazing Glories #2



Brazen Beasts #1



Brazen Beasts #2



Furies #1

