



# DAEMON LEGIONS

## KOW - 1 828 POINTS



755 pts (41.00%) 493 pts (27.00%) 0 pts (0.00%) 580 pts (32.00%)  
**Characters**      **Core**      **Aves**      **Special**  
 (40 Max)      (25 Least)      (35 Max)      (0 NoLimit)

### Characters



**EMISSAIRE DE PERE CHAOS #1**  
 Harbinger of Father Chaos - Standard - Beast - 25x25mm

**175 POINTS**



| Global           | Adv | Mar | Dis |     |     |                    | Model Rules                      |
|------------------|-----|-----|-----|-----|-----|--------------------|----------------------------------|
|                  | 5"  | 10" | 8   |     |     |                    | Fearless, Light Troops, Supernal |
| Defensive        | HP  | Def | Res | Arm | Aeg |                    |                                  |
|                  | 3   | 5   | 4   | 0   | 4+  |                    |                                  |
| Offensive        | Att | Off | Str | Ap  | Agi |                    |                                  |
| <b>Harbinger</b> | 3   | 5   | 5   | 2   | 5   | <b>Hand Weapon</b> |                                  |

**Options**      General • Dark Fire (3+) • Thaumaturgy



**COURTISAN DE CIBARESH #1**  
 Courtesan of Cibaresh - Gigantic - Beast - 50x100mm

**580 POINTS**



| Global                       | Adv | Mar | Dis |     |     |                                     | Model Rules   |
|------------------------------|-----|-----|-----|-----|-----|-------------------------------------|---|
|                              | 9"  | 18" | 9   |     |     |                                     | , Dominion of<br>Fearless, Supernal, Wizard Apprentice, Avert your GazeLust |
| Defensive                    | HP  | Def | Res | Arm | Aeg |                                     |   |
|                              | 6   | 7   | 5   | 0   | 5+  | <b>Distracting, Hard Target</b>     |   |
| Offensive                    | Att | Off | Str | Ap  | Agi |                                     |   |
| <b>Courtesan of Cibaresh</b> | 6   | 7   | 5   | 4   | 7   | <b>Razor Tentacles, Hand Weapon</b> |   |

**Options**      Divination

### Core



**SUCCUBI #1**  
 Succubi x24 - Standard - Beast - 25x25mm

**493 POINTS**



| Global          | Adv | Mar | Dis |     |     |  | Model Rules                 |
|-----------------|-----|-----|-----|-----|-----|--|-----------------------------|
|                 | 5"  | 10" | 7   |     |     |  | Fearless, Scoring, Supernal |
| Defensive       | HP  | Def | Res | Arm | Aeg |  |                             |
|                 | 1   | 4   | 3   | 0   | 5+  |  |                             |
| Offensive       | Att | Off | Str | Ap  | Agi |  |                             |
| <b>Succubus</b> | 3   | 4   | 3   | 1   | 5   |  |                             |

**Options**      Champion • Musician • Standard Bearer

### Special



**SIRENES #1**  
 Sirens x10 - Standard - Cavalry - 25x50mm

**325 POINTS**



|                  |            |            |            |  |            |             |
|------------------|------------|------------|------------|--|------------|-------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>   |            |             |
|                  | 9"         | 18"        | 9          | Fearless, Feigned Flight, Light Troops, Strider, Supernal, Vanguard, 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 |
| <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   |

|                |                                       |
|----------------|---------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|



### DEMONS GRIFFUS #1

Clawed Fiends x3 - Large - Beast - 40x40mm

## 255 POINTS



|                  |            |            |            |                             |            |         |
|------------------|------------|------------|------------|-----------------------------|------------|---------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>          |            |         |
|                  | 9"         | 18"        | 7          | Fearless, Scoring, Supernal |            |         |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                  | <i>Aeg</i> |         |
|                  | 3          | 4          | 4          | 0                           | 5+         |         |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                   | <i>Agi</i> |         |
| Clawed Fiend     | 3          | 4          | 4          | 2                           | 4          | Smother |

## Magics

### Racial Trait Spell

|   | Casting | Range | Type                 | Duration |
|---|---------|-------|----------------------|----------|
| <h2 style="color: #800000;">H rep Spear of Infinity</h2>  |         |       |                      |          |
| <i>Mf</i>   | 4+      | 24"   | Hex, Missile, Damage | Instant  |
| <p>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)].</p> <p>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).</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  |
|----------|------------------|---------------|-------------------|----------------------|---------------|---|
| <b>5</b> | Unerring Strike  | <7+><br>{10+} | 18"               | Hex, Missile, Damage | Instant       | The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b> .   |
| 3        | Screaming        | <7+><br>{12+} | <18"><br>{6"Aura} | Augment              | Last one Turn | The target gains Distracting and Hard Target.   |
| 4        | The Stars Align  | <8+><br>{12+} | <18"><br>{6"Aura} | Augment              | Last one Turn | The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <b>&lt;and Shooting&gt;</b> Attacks.   |
| 6        | Portent of Doom  | 8+            | 24"               | Hex                  | Permanent     | When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models.<br>A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell. |
| 1        | Know Thy Enemy   | <7+><br>{12+} | <18"><br>{6"Aura} | Augment              | Last one Turn | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.  |
| A        | Guiding Light    |               | 12"               | Augment              | Last one Turn | Discipline Tests of units with all models affected by the spell are subject to Minimised Roll.<br>A unit cannot be affected by this spell more than once per Magic Phase.   |
| 2        | Fate's Judgement | <5+><br>{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).   |



## 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.

|          |                      | <i>Casting</i> | <i>Range</i> | <i>Type</i>                           | <i>Duration</i> | <i>Effect</i>  |
|----------|----------------------|----------------|--------------|---------------------------------------|-----------------|--|
| <b>1</b> | 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.  |
| <b>2</b> | 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.]<br>- If 1-3 is rolled, the target suffers -1 Resilience.<br>- If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.   |
| <b>3</b> | Speaking in Tongues  | 7+             | 18"          | Universal                             | Last one Turn   | If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.  |
| <b>4</b> | 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.]  |
| <b>5</b> | 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. |
| <b>6</b> | 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.  |

## Model Rules

**Avert your Gaze:** Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**Dominion of Lust:** The model gains **Strider**. When rolling their Charge Range in the Charge Phase, units consisting entirely of models with Dominion of Lust **must** reroll failed Charge Range rolls if they are Located in the Charged unit's Flank or Rear Arc.

**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.

**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.

**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.

**Razor Tentacles:** If the attack hits an enemy R&F model and the attacker is Engaged with the target's Flank or Rear Facing, the attacker inflicts additional hits, up to a maximum of 4, with the following rules: • Flank: 1 additional hit for each file of the target's unit after the first. • Rear: 1 additional hit for each rank of the target's unit after the first. • The Strength and Armour Penetration of the additional hits are **always** set to half the attacker's Strength and Armour Penetration respectively, rounding fractions up. • The additional hits do not generate any further hits, and they are Melee Attacks that are distributed onto the target's 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.

**Smother:** If the attack is allocated towards a Large model, it gains +1 to hit and +1 to wound.

**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.

**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.

Succubi #1



Sirènes #1



Démons griffus #1



Émissaire de Père Chaos #1



Courtisan de Cibaresh #1

