



DAEMON LEGIONS

2500 DEMONIA - 2 494 POINTS



570 pts (23.00%) 880 pts (35.00%) 669 pts (27.00%) 775 pts (31.00%)

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

Characters



HORRORDADDY

Harbinger of Father Chaos - Standard - Construct - 50x50mm

340 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	
Harbinger	3	5	5	2	5	Hand Weapon



MOUNT BURNING WHEEL

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	C	Fly, Tall, Swiftstride, Vanguard		
	10"	10"				
Defensive	HP	Def	Res	Arm	Aeg	
	4	C	C	1	C	Cannot be Stomped, Hard Target
Offensive	Att	Off	Str	Ap	Agi	
Burning Wheel	3	4	4	0	4	Harnessed

Options

Burning Wheel • Thaumaturgy • Wizard Adept



PLAGUEDADDY

Harbinger of Father Chaos - Standard - Beast - 25x25mm

230 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	
Harbinger	3	5	5	2	5	Hand Weapon

Options

Dark Fire (3+) • Chitinous Scales • Living Shield • General

Core



BLOODLETTERS

Myrmidons x10 - Standard - Beast - 25x25mm


270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+
Offensive	Att	Off	Str	Ap	Agi

<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 Devastating ChargeRank


Options	Piercing Spike • Champion • Musician • Standard Bearer
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PLAGUEBEARERS


Lemures x15 - Standard - Beast - 25x25mm

395 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Fearless, Scoring, Supernal		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	5	0	5+	Parry
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Lemure	1	3	3	0	2	


Options	Venom Sacs • Champion • Musician • Standard Bearer
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HORRORS

Imps x10 - Standard - Beast - 25x25mm

215 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	6	Fearless, Scoring, Supernal		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	3	0	5+	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Imp	1	2	2	0	3	

Options	Standard Bearer • Aura of Despair
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Special



SCREAMER WAGON


Hope Harvester - Large - Beast - 50x100mm

390 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform, Aether Battery		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	5	4	5	3	5+	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Hope Harvester	4	4	6	3	1	


Options	Engine of Damnation • Aura of Despair
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FIENDS

Clawed Fiends x3 - Large - Beast - 40x40mm

279 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	Suffocation

Options	Mesmerising Plumage
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Aves



SCREAMERS

Veil Serpents x3 - Large - Beast - 40x40mm

375 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	7	Fearless, Fly, Light Troops, Supernal, Wizard Conclave, Morphlings	
	9"	12"			
Defensive	HP	Def	Res	Arm	Aeg
	3	4	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
Veil Serpent	3	4	4	0	4

Options	Champion
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H rep 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 (1x5), Magical Attacks, 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>				



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.

		Casting	Range	Type	Duration	Effect
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.
3	Speaking in Tongues	5+	24"	Hex	Last one Turn	The target must take a Discipline Test: • If the test is passed, the target gains Fearless. • If the test is failed, the target becomes Shaken.
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.
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. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits
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.]
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, nothing happens. • If 4-6 is rolled, each unit within 2D6" 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 (for all other rules, the Caster is considered to be the attacker). The spell then ends.

Model Rules

Aether Battery: Artillery Weapon.

Volley Gun. Range 18", Shots 2D6x2, Str 4, AP 1.

Before rolling for the number of shots, the owner may choose to discard 1-3 Veil Tokens from their Veil Token pool. If so, the number of shots is increased by 3 per discarded Veil Token.

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.

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.

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

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.

Morphlings: During Spell Selection, each unit of Veil Serpents **must** choose a Manifestation from the list below and apply the effects during the game.

Not a Leader: The model cannot be the General.

Parry:

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.

Suffocation: Si l'attaque est allouée à une figurine qui a la même taille que l'attaquant, elle gagne +1 pour toucher et +1 pour blesser.

Supernal:

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation).
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

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.

Bloodletters



Plaguebearers



Horrors



Screamer wagoni



Screamers



Horrordaddy



Fiends



Plaguedaddy

