



DAEMON LEGIONS

LIST LEGIONS DEMONIAQUES 4500PTS - 4 500 POINTS



1800 pts (40.00 %) 1210 pts (27.00 %) 725 pts (16.00 %) 1490 pts (33.00 %)
Characters **Core** **Aves** **Special**
 (40 Max) (25 Least) (35 Max) (0 NoLimit)

Characters



COURTESAN OF CIBARESH

Courtesan of Cibaresh - Gigantic - Beast - 50x100mm

630 POINTS



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

Options

General • Witchcraft • Greater Dominion • Sorcerous Antennae • Hot Blood



SENTINEL OF NUKUJA #1

Sentinel of Nukuja - Standard - Beast - 50x100mm

740 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	9	Fear, Fearless, Supernal, Wizard Master, Dominion of Sloth, Omniscience, Third Eye		
Defensive	HP	Def	Res	Arm	Aeg	
	5	5	5	0	4+	
Offensive	Att	Off	Str	Ap	Agi	
Sentinel of Nukuja	1	5	5	2	1	Crush Attack, Hand Weapon

Options

Dark Fire (2+) • Witchcraft • Strixian Spirit



HARBINGER OF FATHER CHAOS #1

Harbinger of Father Chaos - Standard - Beast - 25x25mm

430 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

Battle Standard Bearer • Wizard Adept • Divination • Incendiary Ichor • Sorcerous Antennae

Magic banners

Aether Icon (Battle Standard Bearer) • Banner of the Relentless Company (Battle Standard Bearer)

Core



LEMURES #1

Lemures x20 - Standard - Beast - 25x25mm

515 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	Champion • Musician • Standard Bearer • Brimstone Secretions
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	MYRMIDONS #1 Myrmidons x30 - Standard - Beast - 25x25mm	695 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Fearless, Scoring, Supernal	
<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 Devastating ChargeRank, Fight in Extra

Options	Champion • Musician • Standard Bearer • Hot Blood
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Special

	EIDOLONS #1 Eidolons x5 - Standard - Beast - 25x25mm	195 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	2	4	0	5+ Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Eidolon	1	2	2	0	3 Dark Fire

Options	Sorcerous Antennae
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	EIDOLONS #2 Eidolons x8 - Standard - Beast - 25x25mm	405 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	2	4	0	5+ Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Eidolon	1	2	2	0	3 Dark Fire

Options	Champion • Sorcerous Antennae
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	EIDOLONS #3 Eidolons x5 - Standard - Beast - 25x25mm	220 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	4	0	5+	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Eidolon	1	2	2	0	3	Dark Fire

Options	Scout • Sorcerous Antennae
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HOPE HARVESTER #1


Hope Harvester - Large - Beast - 50x100mm

445 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 • Sorcerous Antennae
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SIRENS #1

Sirens x5 - Standard - Cavalry - 25x50mm

225 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

Options	Champion • Musician
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	<h3 style="color: #8B4513;">H rep Spear of Infinity</h3>			
<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)]. 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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Unerring Strike	<7+> {10+}	18"	Hex, Missile, Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks .
3	Screaming	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.

		Casting	Range	Type	Duration	Effect
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. 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+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
4	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	<5+> {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).



Witchcraft

		Casting	Range	Type	Duration	Effect
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
4	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Model Rules

Aether Battery: Artillery Weapon.

Volley Gun. Range 18", Shots 2D6×2, 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.

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

Crush Attack:

Dark Fire: Shooting Weapon

Range 18", Shots 2, Str 4, AP 0.

Armour Save rolls of '1', '2', '3', and '4' are always considered failed when saving wounds caused by Dark Fire

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.

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.

Dominion of Sloth: The model gains **Aegis (+1, against Special Attacks)**.

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

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:

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 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.

Not a Leader: The model cannot be the General.

Omniscience: In the owner's Magic Phase, if the model did not March Move or declare a Charge this Player Turn, the cost of converting Veil Tokens into Magic Dice is decreased to 2:1 during this Player Turn (1 Magic Dice per 2 Veil Tokens).

Parry:

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.

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:

Third Eye: At the start of each friendly Charge Phase, draw the Flux Card for that Player Turn instead of step 2 of the Magic Phase Sequence.

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.

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 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

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.

Wizard Master: - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and 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 profile with your phone.

Courtesan of Cibaresh



Sentinel of Nukuja #1



Harbinger of Father Chaos #1



Lemures #1



Myrmidons #1



Eidolons #1



Eidolons #2



Eidolons #3



Hope Harvester #1



Sirens #1

