



# DAEMON LEGIONS

## LIST LEGIONS DEMONIAQUES #1 - 4 244 POINTS



1105 pts (26.00 %) 1494 pts (35.00 %) 1645 pts (39.00 %) 765 pts (18.00 %)  
**Characters**      **Core**      **Special**      **Aves**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



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

**340 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Fearless, 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** | Battle Standard Bearer • Wizard Adept • Dark Fire (3+)



**FLEAU DE VANADRA**  
 Vanadra's Scourge - *Gigantic - Beast - 50x100mm*

**765 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	, Fly (7",14"), Light Troops, Fearless, Supernal (7",14") , Dominion of Wrath		
	7"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	7	4	6	0	5+ <b>Aegis (4+, against Melee Attacks)</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>Vanadra's Scourge</b>	5	7	7	4	0 <b>Battle Focus</b> , Rage, Devastating Charge, Hand Weapon	

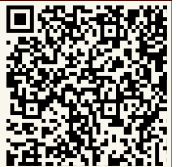
**Options** | General • Greater Dominion

### Core



**DIABLOTINS #1**  
 Imps x23 - *Standard - Beast - 25x25mm*

**480 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Scoring, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	5+ <b>Aegis</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>Imp</b>	1	2	2	0	3 <b>Energy Bolts (4+, 4+)</b>	

**Options** | Champion • Musician • Standard Bearer • Firestarter (Hand of Heaven)



### LEMURES #1

Lemures x19 - Standard - Beast - 25x25mm

499 POINTS



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

<b>Options</b>	Standard Bearer • Champion • Venom Sacs
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### MYRMIDONS #1

Myrmidons x20 - Standard - Beast - 25x25mm

515 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
<b>Myrmidon</b>	1	5	5	1	4 Fight in Extra Rank, Devastating Charge

<b>Options</b>	Standard Bearer • Champion • Whipcrack Tail
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Special



### EIDOLONS #1

Eidolons x5 - Standard - Beast - 25x25mm

170 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Light Troops, Fearless, Skirmisher, Supernal, Wizard Conclave	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	4	0	5+ Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
<b>Eidolon</b>	1	2	2	0	3 Dark Fire (3+, 3+)



### CHIENS DEMONIAQUES #1

Hellhounds x10 - Standard - Beast - 25x50mm

295 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	7	, Hellish Fearless, Supernal Growl	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
<b>Hellhound</b>	3	5	3	0	4 Lethal Strike

<b>Options</b>	Champion • Incendiary Ichor
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### CHAR TITANICIDE #1

Titanslayer Chariot - Large - Construct - 50x100mm

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	8	Fearless, Swiftstride, SupernalBreaker, Mountain		
<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>	
<b>Myrmidon(2)</b>	1	5	5	1	4	Devastating Charge
<b>Chthonic Machinator</b>	3	3	6	3	3	Harnessed
<b>Chassis</b>			7	2		Inanimate, Impact Hits (D3+1, D3+1)

<b>Options</b>	Stiff Upper Lip
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### MOISSONNEUR D'ESPOIR #1

Hope Harvester - Large - Beast - 50x100mm

285 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, War Platform, Supernal		
<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>	
<b>Hope Harvester</b>	4	4	6	3	1	Aether Battery (3+, 3+)



### BETES D'AIRAIN #1

Brazen Beasts x6 - Large - Cavalry - 50x75mm

685 POINTS



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

<b>Options</b>	Standard Bearer • Champion • Chitinous Scales
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## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Spear of Infinity</b>				
<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>				



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
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:

**Aether Battery:** Volley Gun Artillery Weapon.

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 its Veil Token pool. If so, the number of shots is increased by +3 per discarded Veil Token.

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

**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.

**Dominion of Wrath:** Universal Rule.

The model's attacks ignore Parry.

**Energy Bolts:** Shooting Weapon.

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

**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

### 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.

**Hellish Growl:** Universal Rule.

At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Growl must take a Discipline Test with a -1 modifier. Failed to-wound rolls from attacks made by the model against units that fail this test must be rerolled. The effect lasts until the end of the Round of Combat.

**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).

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**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).

**Not a Leader:** The model cannot be the General.

**Parry:**

**Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**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.

**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.

**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 Character's category (for Army List creation).
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as 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.

Émissaire de Père Chaos #1



Fléau de Vanadra



Diablotins #1



Lémures #1



Myrmidons #1



Eidolons #1



Chiens démoniaques #1



Char titanicide #1



Moissonneur d'espoir #1



Bêtes d'airain #1



