



# DAEMON LEGIONS

## MISER - 4 081 POINTS



1275 pts (28.00 %)   1086 pts (24.00 %)   1350 pts (30.00 %)   370 pts (8.00 %)

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

### Characters



**HARBINGER OF FATHER CHAOS #1**  
 Harbinger of Father Chaos - *Standard - Cavalry - 25x50mm*

**385 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	Hand Weapon	



**MOUNT PALE HORSE**

Global	Adv	Mar	Dis				Model Rules
	9"	18"	C				Strider, Elusive, Feigned Flight, Vanguard (12", 12")
Defensive	HP	Def	Res	Arm	Aeg		
	C	C	C	C	C	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi		
<b>Pale Horse</b>	1	3	3	0	3		

**Options**   Battle Standard Bearer • Wizard Adept • Pale Horse • Evocation



**MISER OF SUGULAG**  
 Miser of Sugulag - *Gigantic - Beast - 50x100mm*

**890 POINTS**



Global	Adv	Mar	Dis				Model Rules
	7"	14"	9				Wizard Apprentice, Fearless, Supernal, Dominion of Greed
Defensive	HP	Def	Res	Arm	Aeg		
	6	6	7	0	5+	, Abyssal Half Off Armour	
Offensive	Att	Off	Str	Ap	Agi		
<b>Miser of Sugulag</b>	5	5	5	2	2	Hand Weapon	

**Options**   General • Greater Dominion • Wizard Master • Divination

### Core



**SUCCUBI #1**  
 Succubi x18 - *Standard - Beast - 25x25mm*

**461 POINTS**



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

<b>Options</b>	Standard Bearer • Musician • Champion • Chilling Yawn
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### MYRMIDONS #1

Myrmidons x24 - Standard - Beast - 25x25mm

## 625 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 • Musician • Champion • Whipcrack Tail
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## Special



### TITANSLAYER CHARIOT #1


Titanslayer Chariot - Large - Construct - 50x100mm

## 225 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Fearless, Swiftstride, SupernalBreaker, Mountain		
Defensive	HP	Def	Res	Arm	Aeg	
	4	4	5	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
<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>	Standard Bearer • Digestive Vomit
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### BLAZING GLORIES #1

Blazing Glory - Large - Beast - 50x50mm

## 335 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
<b>Blazing Glory</b>	5	*	5	5	5

<b>Options</b>	Bronze Backbone
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### BLAZING GLORIES #2

Blazing Glory - Large - Beast - 50x50mm

## 335 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
<b>Blazing Glory</b>	5	*	5	5	5

<b>Options</b>	Bronze Backbone
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## ENGINE OF DAMNATION #1

Engine of Damnation - Gigantic - Beast - 150x100mm

455 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	15"	7	Fear, Fearless, Not a Leader, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	7	4	6	3	5+
Offensive	Att	Off	Str	Ap	Agi
Hope Harvester	4	4	6	3	1

Options	Mark of the Eternal Champion
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## Aves



## VEIL SERPENTS #1

Veil Serpents x3 - Large - Beast - 40x40mm

370 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	7	, Fly (9", 12", 9"), Light Troops, Fearless, Supernal, Wizard Conclave12") , Morphlings	
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
<b>Spear of Infinity</b>				
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).*



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
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	Scrying	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.
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.

		Casting	Range	Type	Duration	Effect
A	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 D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



Evocation

		Casting	Range	Type	Duration	Effect
I	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks[and gains Lethal Strike].
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
5	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	5+ {9+}	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

## Model Rules

**Abysal Armour:** Follows the rules for Plate Armour. For each Veil Token in the owner's Veil Token pool, attacks against the wearer suffer -1 Armour Penetration, up to a maximum of 3.

**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.

**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 Greed:** Universal Rule.

The model gains +2 Defensive Skill while its unit is in base contact with an enemy Scoring Unit.

**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.

**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.

**Half Off:** Personal Protection.

If the model suffers a wound from an attack with Multiple Wounds (X), reduce X by half, rounding fractions up.

**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

**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.

**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.

**Morphlings:** Universal Rule.

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

- Writhing Nightmares
- Mesmerising Plumage
- Chilling Yawn

**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.

**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.

**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.

**Talon Scythes:** Close Combat Weapon.

Attacks made with Talon Scythes ignore Parry and, if allocated towards Standard or Large Infantry, gain a +1 to-hit modifier.

**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".

**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

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**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.

Harbinger of Father Chaos #1



Miser of Sugulag



Succubi #1



Myrmidons #1



Titanslayer Chariot #1



Blazing Glories #1



Blazing Glories #2



Engine of Damnation #1



Veil Serpents #1

