

DoC (2500pts)

Daemon Legions (Standard (1500-3999pts)) (2500pts)

Lords (660pts)

Courtesan of Lust (660pts)

Blissful Bindings (35pts), Daemon of Lust, Dance of Death (35pts)
Daemon of Lust, Daemonic Instability, Dance of Death, Innate Defence (5+), Otherworldly, Swiftstride

Daemonic General (Lust)

General

Lash of Lust (40pts)

Lash of Lust

Level 4 Wizard Master (95pts)

Path of Lust

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Prince of Lust	10	9	6	6	6	6	10	6	9		5+		Monster (Character)	

Name	Protection
Blissful Bindings	Daemon of Lust only Models striking the bearer must halve their Weapon Skill (rounding up) when rolling to hit against the bearer.

Name	Range	Strength	Special Rules	Type
Lash of Lust	15"	As User	Quick to Fire, Multiple Shots (2D6). Cannot March and shoot.	Shooting Weapon

Heroes (485pts)

Harbinger of Change (220pts)

Black Orb (15pts), Daemon of Change, Power Vortex (45pts), Seventh Seal (35pts)
Daemon of Change, Daemonic Instability, Otherworldly, Power Vortex

Level 2 Wizard Apprentice (25pts)

Path of Change

Name	Magic Property
Black Orb	Path of Light spells cast by enemy wizards have a -2 modifier to their casting attempts.
Seventh Seal	One use only. Instead of making a Dispel Attempt, you may use this item. The spell is automatically dispelled.

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Harbinger of Change	4	3	4	3	3	2	3	2	8		5+		Infantry (Character)	

Name	Range	Strength	Special Rules	Type
Firebolts	24"	3	Quick to Fire.	Shooting Weapon

Harbinger of Pestilence (265pts)

Battle Standard Bearer (25pts), Bloated Putrefaction (40pts), Daemon of Pestilence, Halberd (15pts), Hellish Crown (25pts), Icon of the Relentless Company (15pts), Weaver’s Eye (10pts)
Bloated Putrefaction, Daemon of Pestilence, Daemonic Instability, Otherworldly, Poisoned Attacks

Level 1 Wizard Apprentice (40pts)

Path of Disease

Name	Magic Property
Hellish Crown	Bearer has +1 Leadership.

Name	Magical Emination
Icon of the Relentless Company	- Infantry models only. One use only. Activate at the start of any of your Remaining Moves sub-phases. The bearer's unit can triple its Movement when Marching instead of doubling it this turn. This cannot be made longer than up to a maximum of 15" and cannot be used on turn 1 if the unit has used Vanguard or Scout.

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Harbinger of Pestilence	4	5	5	5	5	2	4	3	8		5+		Infantry (Character)	

Name	Protection
Weaver's Eye	One use only The bearer may reroll one failed Ward Save.

Name	Range	Strength	Special Rules	Type
Halberd				

Core (625pts)

Horrors (218pts)

Champion (70pts), Daemon of Change, 16x Horror (128pts), Musician (10pts), Standard Bearer (10pts)

Daemon of Change, Daemonic Instability, Otherworldly, Wizard Conclave:Blue Fire, Pink Fire (Path of Change)

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Champion	4	4	4	3	3	2	3	2	7		5+		Infantry	
Horror	4	3	3	3	3	1	3	1	7		5+		Infantry	

Horrors (100pts)

Daemon of Change, 10x Horror (80pts), Musician (10pts), Standard Bearer (10pts)

Daemon of Change, Daemonic Instability, Otherworldly, Wizard Conclave:Blue Fire, Pink Fire (Path of Change)

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Horror	4	3	3	3	3	1	3	1	7		5+		Infantry	

Tallymen (307pts)

Champion (10pts), Daemon of Pestilence, Musician (10pts), Parry (33pts), Standard Bearer (10pts), 22x Tallyman (264pts)

Daemon of Pestilence, Daemonic Instability, Otherworldly, Parry, Poisoned Attacks

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Champion	4	4	4	4	4	1	2	2	7		5+		Infantry	
Tallyman	4	3	3	4	4	1	2	1	7		5+		Infantry	

Special (595pts)

Clawed Fiends (240pts)

Barbed Claws (40pts), 4x Clawed Fiend (200pts), Daemon of Lust

Daemon of Lust, Daemonic Instability, Fear, Otherworldly

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Clawed Fiend	10	5	-	4	4	3	5	4	7		5+		Monstrous Beast	

Name	Range	Strength	Special Rules	Type
Barbed Claws	Close Combat	As Wielder	Models armed with Barbed Claws gain +1 to wound in close combat.	Hand weapon

Furies (70pts)

5x Fury (50pts)

Daemonic Instability, Fly (10), Otherworldly, Skirmishers

Daemonic Mark (True Chaos)

Daemon of True Chaos

Daemon of True Chaos

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Fury	4	3	-	4	3	1	4	1	2		5+		Infantry	

Furies (70pts)

5x Fury (50pts)

Daemonic Instability, Fly (10), Otherworldly, Skirmishers

Daemonic Mark (True Chaos)

Daemon of True Chaos

Daemon of True Chaos

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Fury	4	3	-	4	3	1	4	1	2		5+		Infantry	

Furies (70pts)

5x Fury (50pts)

Daemonic Instability, Fly (10), Otherworldly, Skirmishers

Daemonic Mark (True Chaos)

Daemon of True Chaos

Daemon of True Chaos

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Fury	4	3	-	4	3	1	4	1	2		5+		Infantry	

Igniters (145pts)

Champion (10pts), Daemon of Change, 5x Igniter (125pts)

Daemon of Change, Daemonic Instability, Otherworldly, Skirmishers

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Champion	6	3	5	4	4	2	4	3	7		5+		Infantry	
Igniter	6	2	4	4	4	2	4	2	7		5+		Infantry	

Name	Range	Strength	Special Rules	Type
Firestorm	18"	4	Multiple Shots (D3), Quick to Fire	Shooting Weapon

Rare (135pts)

Blazing Chariot (135pts)

Daemon of Change

Daemon of Change, Daemonic Instability, Fly (8), Mount's Protection (6+), Otherworldly, Quick to Fire

Name	M	WS	BS	S	T	W	I	A	LD	ArmourSave	WardSave	MR	Type	Base Size
Chariot	-	-	-	4	4	4	-	-	-		5+		Chariot	
Scorcher	-	4	4	4	-	-	4	3	7	6+	5+			
Sky Serpent (2)	1	3	-	4	-	-	4	3	7		5+			

Name	Range	Strength	Special Rules	Type
Seering Firestorm - Bolt Thrower	24"	4+D3* *Roll once per Shooting Phase (after hits have been determined) and apply this Strength for all shots.	Multiple Wounds (D3), Armour Piercing (6)	Bolt Thrower Artillery Weapon
Seering Firestorm - Volley Gun	24"	2+D3* *Roll once per Shooting Phase (after hits have been determined) and apply this Strength for all shots.	Multiple Shots (6)	Volley Gun Artillery Weapon

Selection Rules

Bloated Putrefaction: The bearer's unit gains Regeneration (4+).

Daemon of Change: The Daemon may gain one of the following bonus effects: Flaming Attacks, Divine Attacks or Hellfire, which affects both Close Combat Attacks and Shooting Attacks. The effect must be chosen at the start of each Round of Combat and before shooting with a unit. Every model in a unit must choose the same bonus effect. Special Attacks are not affected. Wizards with a Daemon of Change may, directly after generating spells, choose to reroll all dice for spell generation.

Daemon of Lust: The Daemon gains Armour Piercing (+1).

Daemon of Pestilence: The Daemon gains Poisoned Attacks and Regeneration (5+). Toxic Attacks are at -1 to wound against the Daemon.

Daemon of True Chaos: No additional effects.

Daemonic Instability: In addition to normal Daemonic Instability special rule, units may only benefit from Hold Your Ground and Inspiring Presence granted by a model with the same Mark of the Daemon Legion as themselves, or by models with Mark of the Daemon Legion (Unbound) (Army Special Rules)

Dance of Death: The bearer's unit gains Lightning Reflexes.

Fear: All enemy Units in base contact with one or more models with this Special Rule suffer a -1 Ld modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, Units in base contact with one or more enemy models with the Fear Special Rule must take a Leadership Test. If this test is failed, the models in the Unit have their WS reduced to 1 for the remainder of the Combat phase.

Fly (10): Units composed entirely of models with this Special Rule can make Flying Movements in the Moving Chargers and Remaining Moves sub-phases. When a Unit makes a Flying Movement, it counts its Movement Characteristic as the value given in brackets (X) and can move over Units and Terrain. However, they cannot end their Movement inside or within 1" of a Unit or Impassable Terrain (unless charging, when the normal exceptions to the 1" rule kick in). Units using Flying Movement ignore any Terrain or Units they fly over from their starting to their ending position, but they are still affected by the effects of the terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly Special Rule also always have the Swiftstride and Free Reform Special Rules.

Fly (8): Units composed entirely of models with this Special Rule can make Flying Movements in the Moving Chargers and Remaining Moves sub-phases. When a Unit makes a Flying Movement, it counts its Movement Characteristic as the value given in brackets (X) and can move over Units and Terrain. However, they cannot end their Movement inside or within 1" of a Unit or Impassable Terrain (unless charging, when the normal exceptions to the 1" rule kick in). Units using Flying Movement ignore any Terrain or Units they fly over from their starting to their ending position, but they are still affected by the effects of the terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly Special Rule also always have the Swiftstride and Free Reform Special Rules.

Innate Defence (5+)

Mount's Protection (6+)

Otherworldly: Models with this Special Rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Only characters with the Otherworldly Special Rule can join a Otherworldly Unit. Similarly, Otherworldly characters can only join Otherworldly Units.

Parry

Poisoned Attacks: If an attack or an attacks from a part of a model with this Special Rule rolls an unmodified '6' To Hit, it automatically wound with no To Wound roll needed. Models (or parts of them) with this Special Rule have Poisoned Attacks both in Shooting and Close Combat (unless stated otherwise). Shooting attacks that need a 7+ To Hit (or more) can never benefit from Poisoned Attacks.

Power Vortex: Spells from the Path of Change cast by the bearer's unit gain +1 Strength to any hits with a Strength value that they inflict.

Quick to Fire: Shooting Weapons with this Special Rule or Shooting Attacks from part of models with this Special Rule don't suffer the -1 penalty for Moving and Shooting and can make Stand and Shoot regardless of the distance to the target.

Skirmishers: Models with this Special Rule always also have the Free Reform Special Rule. Shooting at Units with the Skirmishers Special Rule rule suffers a -1 to hit penalty.

Skirmishing models are not placed in base to base contact with each other. Instead, models are placed with a 1/2" distance between them. Other than this empty space between models, they follow the normal rules for forming Units (they still have front, flanks, rear, etc). Only non-mounted characters can join Units with the Skirmishers Special Rule, and unless they have the exact same base size they are always considered Mismatching for placement within the Unit. When joined to a Skirmishers Unit, the character gains the Skirmishers Special Rule for as long as he is with the Unit.

If a skirmishing Unit declares a charge, or a charge reaction other than flee, they immediately contract their loose formation into a normal formation. When doing this, the model closest to the charged or charging Unit must not change position. Skirmishers regain their loose formation if they are not engaged in combat at the beginning of any Movement Phase (of any player). Keep the centre of the front rank stationary. If there are not enough room for the Unit to regain loose formation, keep the Unit in tight formation until the first point where there is enough room.

Swiftstride: When a Unit composed entirely of models with this Special Rule rolls Charge Range, Flee Distance, Pursuit Distance or Overrun distance, it rolls an additional D6 (normally this would lead to rolling 3D6) and discards the lowest dice.

Wizard Conclave:Blue Fire, Pink Fire (Path of Change): Champions of a Unit with the Wizard Conclave Special Rule receive +1 Wound in addition to the normal characteristics increases associated with being a Champion, and are Wizards of the wizard level given within brackets. This champion knows predetermined spells, which are defined within the brackets. For example, a champion of a Wizard Conclave (level 1, Blue Fire, Pink Fire) would be a level 1 wizard two predetermined spells (Blue Fire and Pink Fire). The champion has a +1 to cast for each 5 models (excluding other characters) in the Unit above their minimum starting Unit size, up to a maximum of +4 (including bonus from their wizard level).

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