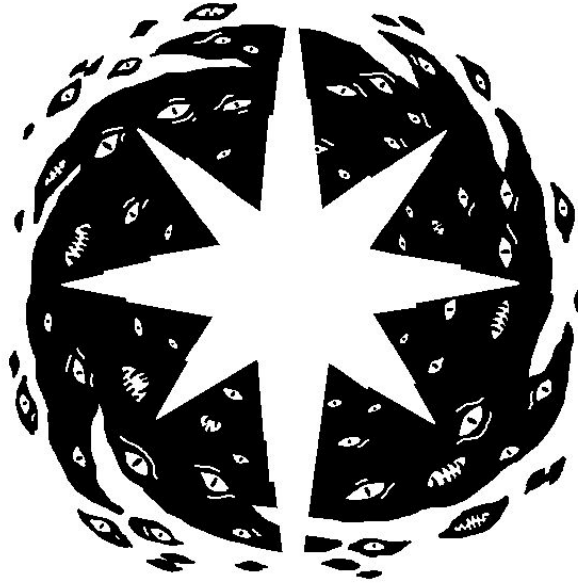


Fantasy Battles

The 9th Age



Daemon Legions

Army Rules

Version 1.1.0 - 02 September 2016

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Army Wide Rules

In addition to the normal army restrictions, Daemonic units other than Daemons of True Chaos are subject to the following additional rules:

	Duplicate Limit	(in Warband)	(in Grand Army)
Core	max 2	max 1	max 4
Special	max 2	max 1	max 4
Rare	max 1	max 1	max 2

These restrictions are lifted for units that belong to the same Dark God as the General. Armies lead by True Chaos Generals are not subject to these restrictions.

Monotheist Army Bonus

If all units in the army are of the same Daemon of the Dark Gods, the above restrictions no longer apply. Furthermore, some units gain access to additional options.

Special Rules

Daemon of the Dark Gods

Daemons differ, depending on which Dark God they belong to. Each God grants its Daemons a different bonus, as explained below. All models in a unit must belong to the same Dark God. Characters may only join Daemonic units serving the same Dark God. Models may only benefit from Hold Your Ground and Inspiring Presence if they are granted by a Daemon belonging to the same Dark God as themselves, or by Daemon of True Chaos.



Daemon of True Chaos

No additional effect



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 Wrath

The Daemon gains +1 Strength during the first Round of Combat.

Aspects:

Daemons may receive additional bonuses called **Aspects**. The effect of an Aspect corresponds to the Daemon's respective Dark God.

Characters may always be upgraded with one Aspect. Core units may be upgraded with an Aspect if they belong to the same Dark God as the General. Some Special and Rare units may be upgraded with an Aspect in a Monotheistic army (i.e. an army in which all Daemons belong to the same Dark God). Two or more Aspects of the same kind have no additional effects beyond what a single Aspect brings.

Change **Far Seeing**
The bearer's unit gains an additional 6" range to all Shooting Attacks that roll to hit using Ballistic Skill.

Lust **Clawed Caress**
The bearer's unit gains Armour Piercing (+1).

Pestilence **Contamination**
Unit gains Poisoned Attacks. Attacks that were already Poisoned Attacks will wound automatically on a natural to hit roll of 1 less (i.e. 6+ becomes 5+ and 5+ becomes 4+).

Wrath **Onslaught**
The bearer's unit gains Devastating Charge. Mounts are not affected.

Supreme Aspects:

Daemonic Characters may be upgraded with the Supreme Aspect specified in their profile.

Change **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.

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

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

Wrath **Eternal Fury**
The bearer's unit gains Hatred. Mounts are not affected.

Armoury

Daemons of Change:

Firebolts

Shooting Weapon. Range 24", Strength 3, Quick to Fire.

Daemons of Lust:

Barbed Claws

Close Combat Weapon. Type: Hand Weapon. Attacks made with Barbed Claws gain +1 to wound in Close Combat.

Elusive

Units entirely composed of models with this special rule may declare a Flee Charge Reaction despite being Immune to Psychology.

Daemons of Pestilence:

Trail of Mucus

Enemy units cannot claim Flank or Rear combat resolution bonuses against a unit containing one or more models with this special rule.

Daemons of Wrath:

Blood Sword

Close Combat Weapon. Type: Hand Weapon. Attacks made with a Blood Sword gains Lethal Strike.

Hell Blade

Close Combat Weapon. Type: Hand Weapon. Attacks made with a Hell Blade always has with Strength 5. This value cannot be modified in any way.

Daemonic Items

Daemon Legion armies possess their own version of Magical Items called Daemonic Items. Daemonic Items follow the same rules as Magical Items, with the exception that items restricted to the bearers of certain Daemon of the Dark Gods may be repeated within an army. Any Magical Items in a Daemon Legion army must be taken from the list below, except for Magical Standards, which may be taken from the pool of common Magical Items in the Core Rulebook.

Daemonic Weapons

Eternal Sword (50 / 35 pts)

Type: Hand Weapon. The wielder gains +1 to its Weapon Skill, Strength, and Attacks when Engaged in Combat.

Mortal Blade (40 / 30 pts)

Type: Hand Weapon. Attacks made with this weapon have Lethal Strike and Multiple Wounds (2, Monster, Ridden Monster).

Dissolving Touch (40 / 30 pts)

Type: Hand Weapon. Every Round of Combat each enemy model in base contact with the bearer suffers 1 Toxic Hit at Initiative 10.

Lash of Lust (40 / 25 pts) - Daemon of **Lust** only

Type: Shooting Weapon. Range 12", Strength as user, Quick to Fire, Multiple Shots (2D6). This weapon may not be used if the model performed a March Move in this Player Turn.

Aether Wand (40 / 15 pts) - Daemon of **Change** only

Type: Hand Weapon. Every time the bearer successfully casts or dispels a spell, roll a D6. On a 4+ the bearer gains a charge counter. For each charge counter, the wielder has +1 Attack when using the weapon (this effect is permanent).

Heart Seeker (20 / 10 pts)

Type: Hand Weapon. The bearer may reroll any rolls of '1' to hit for attacks with this weapon.

Blade of Grief (20 pts)

Type: Hand Weapon. The bearer gains Fear and attacks made with this weapon have Divine Attacks.

Trident of Torment (15 pts)

Type: Hand Weapon. The bearer gains +1 Weapon Skill and +1 Initiative when Engaged in Combat and wielding this weapon, and attacks made with this weapon have Armour Piercing (1).

Daemonic Talismans

Nauseating Aura (50 pts) - Daemon of **Pestilence** only

Enemy units in base contact with the bearer have Initiative 1 during the Close Combat Phase.

Shackles of Reality (40 pts)

The bearer gain Regeneration (4+).

Iron Hide (35 pts)

The bearer gains Innate Defence (5+).

Brass Collar (35 pts) - Daemon of **Wrath** only

The wearer gain Magic Resistance (3).

Veil of Shadows (35 pts)

The bearer's unit gains Hard Target and Magic Resistance (1).

Blissful Bindings (35/25 pts) - Daemon of **Lust** only

Models striking the bearer must halve their Weapon Skill (rounding up) when rolling to hit against the bearer.

Weaver's Eye (10 pts)

One use only. May be activated when the bearer fails a Ward Save. That failed Ward Save may be rerolled.

Daemonic Enchanted Items

Blazing Wings (35 pts) - Daemon of **Change** only
The bearer gains Fly (8).

Horn of Damnation (35 pts)
Enemy units in base contact with the bearer cannot benefit from Hold Your Ground.

Obsidian Horn (35 pts)
One use only. Instead of making a dispel roll, you may use this item. The spell is automatically dispelled. You may only take this item in an army with no Wizards.

Hellish Crown (25 pts)
The bearer gains +1 Leadership.

Black Orb (15 pts)
All enemy Wizards attempting to cast spells from the Path of Light suffer a -2 penalty to their casting roll.

Token of Change (20 pts) - Daemon of **Change** only
One of a kind
The bearer can cast *Wave of Transformation* from the Path of Change as a Bound Spell (Power Level 3).

Token of Lust (20 pts) - Daemon of **Lust** only
One of a kind
The bearer can cast *Frenzied Hysteria* from the Path of Lust as a Bound Spell (Power Level 3).

Token of Pestilence (20 pts) - Daemon of **Pestilence** only
One of a kind
The bearer can cast *Putrefying Touch* from the Path of Disease as a Bound Spell (Power Level 3).

Portal Gem (20 pts)
All friendly units within 6" of the bearer suffer 1 wound less from failed Daemonic Instability tests.

Elixir of Souls (10 pts)
One use only. May be activated at the start of the Remaining Moves sub-phase. The bearer gains +2 Movement during this Phase.

Daemonic Arcane Items

Mirror of Change (40 pts) - Daemon of **Change** only
At the start of each friendly Magic Phase, the bearer may pick an enemy Wizard in Line of Sight and within 18" of itself. For the duration of this Magic Phase the bearer may cast (non-Bound) Spells known by the selected Wizard instead of its own. Spells that create new units or Raise models cannot be cast.

Seventh Seal (35 pts)
One use only. Instead of making a Dispel Attempt, you may use this item. The spell is automatically dispelled.

Soul-Bound Staff (30 pts)
When the bearer Miscasts, it counts as having used 1 Magic Dice less.

Sorcerer's Lodestone (30 pts)
One use only. After making a Casting or Dispel Attempt, the bearer may increase the dispel roll or casting roll by +D6 (note that this is not a Power or Dispel Dice). This is an exception to the Magic Modifiers rule.

Scrolls of the Eighth Pact (25 pts) - Daemon of **Change** only
The bearer may generate spells from any of the Battle Magic Paths, except the Path of Light (the chosen Path must still be noted on the Army List).

Skull of Cacophrax (25 / 15 pts)
The bearer generates one additional spell.

Army List

LORDS



Daemon Prince 245 pts

single model

M WS BS S T W I A Ld

8 9 5 6 5 4 8 5 9

Monster 50x50mm base

Alliance:

Daemon of True Chaos

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Stubborn

Alliance options (pts):

May replace Daemon of True Chaos with Daemon of:

<i>Change</i>	<i>Lust</i>	<i>Pestilence</i>	<i>Wrath</i>
20	free	free	free

May become a

Level 1 Wizard Apprentice	40
Level 2 Wizard Apprentice	65
Level 3 Wizard Master	130
Level 4 Wizard Master	160

May take Daemonic Items up to 100

May take Fly (8) 40

May take:

Heavy Armour	25
Plate Armour	55

Magic:

If upgraded to a Wizard, the available Paths of Magic depend on the type of Daemon of the Character. A Daemon of Wrath cannot be upgraded to a Wizard.

Change Path of Change or Alchemy

Lust Path of Lust or Shadows

Pestilence Path of Disease or Death

True Chaos Path of Alchemy, Death, Fire, Heavens or Shadows



Weaver of Change 540 pts

single model

M	WS	BS	S	T	W	I	A	Ld
8	6	6	6	6	6	6	5	9

Monster 50x100mm base

Alliance:

Daemon of Change

Options:

May take Daemonic Items

pts

up to 100

May take a Supreme Aspect: Power Vortex

35

Armour:

Innate Defence (5+)

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Fly (8)

Well of Power: The Weaver of Change has an additional +1 casting modifier to casting rolls.

Magic:

Level 4 Wizard Master. Generates spells from the Path of Change or the Path of Alchemy.



Courtesan of Lust 455 pts

single model

M	WS	BS	S	T	W	I	A	Ld
10	9	6	6	6	6	10	6	9

Monster 50x100mm base

Alliance:

Daemon of Lust

Options:

May become a

pts

Level 3 Wizard Master

65

Level 4 Wizard Master

95

Armour:

Innate Defence (5+)

May take Daemonic Items

up to 100

May take (one choice only):

Daemon Special Rules:

Daemonic Instability, Otherworldly

Aspect: Clawed Caress

15

Supreme Aspect: Dance of Death

35

Special Rules:

Swiftstride

Magic:

Level 2 Wizard Apprentice. Generates spells from the Path of Lust or the Path of Shadows.



Father of Pestilence 475 pts

single model

M	WS	BS	S	T	W	I	A	Ld
6	6	3	6	7	7	4	5	9

Monster 50x100mm base

Alliance:

Daemon of Pestilence

Options:

May become a

pts

Level 2 Wizard Apprentice

25

Armour:

Level 3 Wizard Master

90

Innate Defence (5+)

Level 4 Wizard Master

120

Daemon Special Rules:

Daemonic Instability, Otherworldly

May take Daemonic Items

up to 100

May take (one choice only):

Aspect: Contamination

20

Supreme Aspect: Bloated Putrefaction

45

Magic:

Level 1 Wizard Apprentice. Generates spells from the Path of Disease or the Path of Death.

May take a Flail

20



Scourge of Wrath 450 pts

single model

M	WS	BS	S	T	W	I	A	Ld
8	10	10	6	6	6	9	7	9

Monster 50x100mm base

Alliance:

Daemon of Wrath

Options:

May take Daemonic Items

pts

up to 100

May take (one choice only):

Armour:

Aspect: Onslaught

10

Heavy Armour

Supreme Aspect: Eternal Fury

30

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Fly (8), Magic Resistance (2)

HEROES



Harbinger of Change

100 pts

single model

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	2	3	2	8

Infantry 25x25mm base

Alliance:

Daemon of Change

Weapons:

Firebolts

Daemon Special Rules:

Daemonic Instability, Otherworldly

Magic:

Level 1 Wizard Apprentice. Generates spells from the Path of Change or the Path of Alchemy

Options:

May become the Battle Standard Bearer

May become a Level 2 Wizard Apprentice

May take Daemonic Items

May take (one choice only):

Aspect: Far Seeing

Supreme Aspect: Power Vortex

May take a mount (one choice only):

Disc of Change

Blazing Chariot

pts

25

25

up to 50

15

45

20

100

Mounts for Harbinger of Change

Disc of Change

M	WS	BS	S	T	W	I	A	Ld
1	3	-	4	4	1	4	3	7

War Beast, 50x50mm base

Daemon of Change

Mount's Protection (6+),

Fly (8),

Otherworldly

Blazing Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	4	4	4	-	-	-

Sky Serpents (2)	1	3	-	4	-	-	4	3	7
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Chariot, 50x100mm base

Daemon of Change

Mount's Protection (6+),

Fly (8),

Otherworldly,

Daemonic Instability,

Quick to Fire

Searing Firestorm (Chariot only)

(see the Blazing Chariot rare unit)



Harbinger of Lust 95 pts

single model

M	WS	BS	S	T	W	I	A	Ld
6	7	5	4	3	2	7	4	8

Infantry 25x25mm base

Alliance:

Daemon of Lust

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Distracting

Options:

May become the Battle Standard Bearer

May become a

Level 1 Wizard Apprentice

Level 2 Wizard Apprentice

May take Daemonic Items

May take (one choice only):

Aspect: Clawed Caress

Supreme Aspect: Dance of Death

May take a weapon (one choice only):

Barbed Claws

Paired Weapons

May take a mount (one choice only):

Steed of Lust

Siren Chariot

pts

25

40

65

up to 50

15

40

5

5

25

70

Magic:

If upgraded to a Wizard, generates pells from the Path of Lust or the Path of Shadows.

Mounts for Harbinger of Lust:

Steed of Lust

M	WS	BS	S	T	W	I	A	Ld
10	3	-	3	3	1	5	1	7

War Beast, 25x50mm base

Daemon of Lust

Mount's Protection (6+)

Otherworldly

Fast Cavalry, Elusive, Poisoned Attacks

Siren Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Mounted Siren (1)	-	5	4	3	-	-	5	2	7
Steeds of Lust (2)	10	3	-	3	-	-	5	1	7

Chariot, 50x100mm base

Daemon of Lust

Mount's Protection (6+)

Otherworldly

Impact Hits (+1)

Poisoned Attacks (Steeds of Lust only)



Harbinger of Pestilence 95 pts

single model

M	WS	BS	S	T	W	I	A	Ld
4	5	5	5	5	2	4	3	8

Infantry 25x25mm base

Alliance:

Daemon of Pestilence

Daemon Special Rules:

Daemonic Instability, Otherworldly

Options:

May become the Battle Standard Bearer

May become a

Level 1 Wizard Apprentice

Level 2 Wizard Apprentice

May take Daemonic Items

May take (one choice only):

Aspect: Contamination

Supreme Aspect: Bloated Putrefaction

May take a weapon (one choice only):

Flail

Halberd

May take a mount (one choice only):

Pestilent Palanquin

Blight Fly

pts

25

40

65

up to 50

40

40

10

15

40

40

Magic:

If upgraded to a Wizard, generates spells from the Path of Disease or the Path of Death.

Mounts for Harbinger of Pestilence:

Pestilent Palanquin

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	6	7

Infantry, 50x50mm base

Daemon of Pestilence

Mount's Protection (6+),

Otherworldly

Blight Fly

M	WS	BS	S	T	W	I	A	Ld
1	4	3	5	5	3	2	2	7

Monstrous Beast, 50x75mm base

Daemon of Pestilence

Mount's Protection (6+),

Otherworldly, Daemonic Instability,

Fly (6), Fear



Harbinger of Wrath 95 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	7	2	5	4	2	6	3	8

Infantry 25x25mm base

Alliance:

Daemon of Wrath

Weapons:

Blood Sword

Armour:

Innate Defence (6+), Light Armour

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Magic Resistance (1)

Options:

May become the Battle Standard Bearer

May take Daemonic Items

May take (one choice only):

Supreme Aspect: Onslaught

Supreme Aspect: Eternal Fury

May gain Innate Defence (4+)

May ride a Crusher

pts

25

up to 50

15

40

20

50

Mounts for Harbinger of Wrath:

Crusher

M	WS	BS	S	T	W	I	A	Ld
7	5	-	5	4	3	2	3	7

Monstrous Beast, 50x75mm base

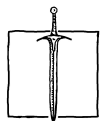
Daemon of Wrath

Mount's Protection (6+)

Otherworldly

Fear

CORE



Horrors 80 pts

10 models, may add up to 30 models 8 pts/model

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Infantry 25x25mm base

Alliance:

Daemon of Change

Daemon Special Rules:

Daemonic Instability, Otherworldly

Options:

May take Firebolts

May upgrade one model to each of the following:

Champion 70

Musician 10

Standard Bearer 10

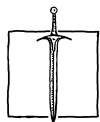
- may become the Veteran Standard Bearer

If the General belongs to the same Dark God, may take

Aspect: Far Seeing 1 / model

Magic:

Wizard Conclave: Blue Fire, Pink Fire (Path of Change)



Sirens 130 pts

15 models, may add up to 20 models 11 pts/model

M	WS	BS	S	T	W	I	A	Ld
6	5	4	3	3	1	5	2	7

Infantry 25x25mm base

Alliance:

Daemon of Lust

Daemon Special Rules:

Daemonic Instability, Otherworldly

Options:

May upgrade one model to each of the following:

Champion 10

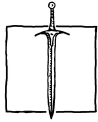
Musician 10

Standard Bearer 10

- may become the Veteran Standard Bearer

If the General belongs to the same Dark God, may take

Aspect: Clawed Caress 45



Tallymen 100 pts

10 models, may add up to 20 models 12 pts/model

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	1	2	1	7

Infantry 25x25mm base

Alliance:

Daemon of Pestilence

Daemon Special Rules:

Daemonic Instability, Otherworldly

Options:

May gain (one choice only)

Trail of Mucus

Parry

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

- may become the Veteran Standard Bearer

If the General belongs to the same Dark God, may take

Aspect: Contamination

pts

1 / model

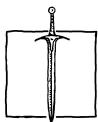
3 / two models

10

10

10

2 / model



Slaughterers 100 pts

10 models, may add up to 20 models 13 pts/model

M	WS	BS	S	T	W	I	A	Ld
5	5	2	4	3	1	4	1	7

Infantry 25x25mm base

Alliance:

Daemon of Wrath

Weapons:

Blood Sword

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Magic Resistance (1)

Options:

May replace Blood Sword with Hell Blade and

Innate Defence (5+)

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

- may become the Veteran Standard Bearer

If the General belongs to the same Dark God, may take

Aspect: Onslaught

pts

3 / model

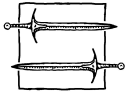
10

10

10

1 / model

SPECIAL



Furies 70 pts

5 models, may add up to 10 models 10 pts/model

M	WS	BS	S	T	W	I	A	Ld	
4	3	-	4	3	1	4	1	2	Infantry 25x25mm base

Alliance:

Daemon of True Chaos

Daemon Special Rules:

Daemonic Instability, Otherworldly,

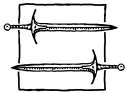
Special Rules:

Fly (10), Skirmishers

Alliance options (pts):

May replace Daemon of True Chaos with Daemon of:

<i>Change</i>	<i>Lust</i>	<i>Pestilence</i>	<i>Wrath</i>
2 / model	2 / model	2 / model	3 / model



Igniters 135 pts

5 models, may add up to 3 models 25 pts/model

M	WS	BS	S	T	W	I	A	Ld	
6	3	4	4	4	1	4	2	7	Infantry 25x25mm base

Alliance:

Daemon of Change

Weapons:

Firestorm:

Shooting Weapon, Range 18", Strength 4, Multiple Shots (D3), Quick to Fire

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Skirmishers

Options:

May upgrade one model to a Champion

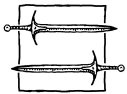
pts

10

In a Monotheist Army, may take

Aspect: Far Seeing

4 / model



Sky Serpents 135 pts

3 models, may add up to 3 models 45 pts/model

M	WS	BS	S	T	W	I	A	Ld	
1	3	-	4	4	2	4	3	7	War Beast 40x40mm base

Alliance:

Daemon of Change

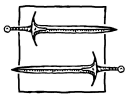
Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Fly (9), Skirmishers

Slashing: Sweeping Attack, the enemy unit suffers D3 Strength 3 hits for each Sky Serpent in the unit.



Mounted Sirens 85 pts

5 models, may add up to 10 models 15 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	6	5	4	3	3	1	5	2	7	
Steed of Lust	10	3	-	3	3	1	5	1	7	Cavalry 25x50mm base

Alliance:

Daemon of Lust

Armour:

Mount's Protection (6+)

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Fast Cavalry, Poisoned Attacks (Steed of Lust only)

Options:

May take (one choice only):

Barbed Claws (Rider only) 2 / model

Elusive 10

May upgrade one model to each of the following:

Champion 10

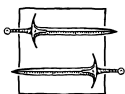
Musician 10

Standard Bearer 10

- may take a Magical Standard up to 50

In a Monotheist Army, may take

Aspect: Clawed Caress 2 / model



Siren Chariot 100 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	5	4	4	-	-	-	
Mounted Siren (2)	-	5	4	3	-	-	5	2	7	
Steed of Lust (2)	10	3	-	3	-	-	5	1	7	Chariot 50x100mm base

Alliance:

Daemon of Lust

Armour:

Mount's Protection (6+)

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

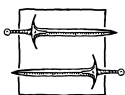
Impact Hits (+1), Poisoned Attacks (Steed of Lust only)

Options:

May take Barbed Claws (Mounted Sirens only) 10

In a Monotheist Army, may take

Aspect: Clawed Caress 5



Clawed Fiends 100 pts

2 models, may add up to 4 models 50 pts / model

	M	WS	BS	S	T	W	I	A	Ld	
	10	5	-	4	4	3	5	3	7	Monstrous Beast 40x40mm base

Alliance:

Daemon of Lust

Daemon Special Rules:

Otherworldly, Daemonic Instability

Special Rules:

Fear

Options:

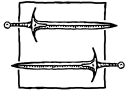
May take a weapon (one choice only):

Paired Weapons 5 / model

Barbed Claws 10 / model

In a Monotheist Army, may take

Aspect: Clawed Caress 5 / model



Pestilent Beasts 120 pts

2 models, may add up to 4 models 60 pts/model

M	WS	BS	S	T	W	I	A	Ld	
6	3	-	4	5	3	2	4	7	Monstrous Beast 40x40mm base

Alliance:

Daemon of Pestilence

Options:

In a Monotheist Army, may take

Aspect: Contamination

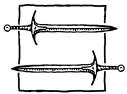
7 / model

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Fear, Regeneration (4+), Trail of Mucus



Plaguelings 75 pts

2 models, may add up to 3 models 30 pts/model

M	WS	BS	S	T	W	I	A	Ld	
4	3	3	2	3	5	2	5	7	Swarm 40x40mm base

Alliance:

Daemon of Pestilence

Options:

In a Monotheist Army, may take

Aspect: Contamination

pts

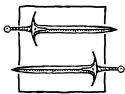
3 / model

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Scout, Vanguard



Hellhounds 130 pts

5 models, may add up to 5 models 23 pts/model

M WS BS S T W I A Ld

8 5 - 4 4 2 4 2 7

War Beast 25x50mm base

Alliance:

Daemon of Wrath

Options:

May Ambush

May gain Innate Defence (4+)

In a Monotheist Army, may take

Aspect: Onslaught

pts

4 / model

6 / model

3 / model

Armour:

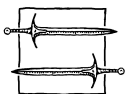
Innate Defence (6+)

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Magic Resistance (3)



Crusher Cavalry 160 pts

3 models, may add up to 2 models 60 pts/model

M WS BS S T W I A Ld

Rider 5 5 2 4 3 1 4 1 7

Crusher 7 5 - 5 4 3 2 3 7

Monstrous Cavalry 50x75mm base

Alliance:

Daemon of Wrath

Options:

May replace Blood Sword with Hell Blade (Rider only)

and gain Innate Defence (5+)

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

- may take a Magical Standard

In a Monotheist Army, may take

Aspect: Onslaught

pts

10 / model

10

10

10

up to 50

3 / model

Weapons:

Blood Sword (Rider only)

Armour:

Mount's Protection (6+), Innate Defence (6+)

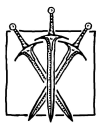
Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Fear, Magic Resistance (1)

RARE



Daemon Engine 230 pts - One of a Kind

single model

M WS BS S T W I A Ld
8 3 4 6 6 7 3 4 7

Monster 150x100mm base

Alliance:

Daemon of True Chaos

Daemon Special Rules:

Daemonic Instability, Otherworldly

Armour:

Innate Defence (4+)

Special Rules:

Crush Attack

Alliance options (pts):

May replace Daemon of True Chaos with Daemon of:

<i>Change</i>	<i>Lust</i>	<i>Pestilence</i>	<i>Wrath</i>
10	10	10	10

Options:

May take Paired Weapons

pts

20

May take one Artillery Weapon:

Hellish Reaper (20 pts)

Volley Gun Artillery Weapon with

Range 12", Strength 4, Armour Piercing (3),
Multiple Shots (2D6).

Hellish Breath (40 pts)

Flame Thrower Artillery Weapon with

Range 8", Strength 4, Flaming Attacks. Ignore the -1
modifier on the Misfire Table.

Hellish Bombard (40 pts)

Catapult (3") Artillery Weapon with

Range 12-60", Strength 3[9], [Multiple Wounds
(Ordnance)].

Hellish Bolt (35 pts)

Bolt Thrower Artillery Weapon with

Range: 48", Strength 6, Multiple Wounds (D3), Armour
Piercing (6).



Blazing Chariot 135 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	4	4	4	-	-	-	
Exalted Igniter (1)	-	4	4	4	-	-	4	3	7	
Sky Serpent (2)	1	3	-	4	-	-	4	3	7	Chariot 50x100mm base

Alliance:

Daemon of Change

Options:

In a Monotheist Army, may take

pts

Aspect: Far Seeing

10

Armour:

Mount's Protection (6+)

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Fly (8), Quick to Fire

Weapons:

Searing Firestorm (Chariot only):

This weapon can be fired in one of two ways;

- As a **Bolt Thrower Artillery Weapon** with

Range 24", Strength 4+D3*, Multiple Wounds (D3), Armour Piercing (6)

- As a **Volley Gun Artillery Weapon** with

Range 24", Multiple Shots (6), Strength 2+D3*

*Roll once per Shooting Phase (after hits have been determined) and apply this Strength for all shots with this weapon.



Shrine of Temptation 180 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	5	5	5	-	-	-	
Temptress (1)	-	5	5	3	-	-	5	4	7	
Mounted Siren (3)	-	5	4	3	-	-	5	2	7	
Steed of Lust (4)	10	3	-	3	-	-	5	1	7	Chariot 100x150mm base

Alliance:

Daemon of Lust

Armour:

Mount's Protection (6+)

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Impact Hits (+3), Poisoned Attacks (Steed of Lust only)

Options:

Temptress may take a Lash of Lust

May take Barbed Claws (Crew only)

May take an Aura of Ecstasy

In a Monotheist Army, may take

Aspect: Clawed Caress

pts

15

20

15

15

Aura of Ecstasy: All friendly models with Daemon of Lust Engaged in the same Combat as the model with this rule (including itself) gain Lightning Reflexes.



Carnal Chariot 110 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	4	4	4	-	-	-	
Oracle (1)	-	5	4	3	-	-	5	2	7	
Mounted Siren (2)	-	5	4	3	-	-	5	2	7	
Steed of Lust (2)	10	3	-	3	-	-	5	1	7	Chariot 100x50mm base

Alliance:

Daemon of Lust

Armour:

Mount's Protection (6+)

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Impact Hits (+1), Poisoned Attacks (Steed of Lust only)

Options:

May take Barbed Claws (Crew only)

In a Monotheist Army, may take

Aspect: Clawed Caress

pts

15

10

Soulreaper: The Impact Hits inflicted by a Carnal Chariot gain Armour Piercing (6) and the Oracle gains +1 Attack for each unsaved wound caused by the Chariot's Impact Hits. These attacks are lost at the end of the Round of Combat.



Blight Flies 170 pts

3 models, may add up to 2 models 70 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	4	4	4	4	1	2	2	7	
Blight Fly	1	4	-	5	5	3	2	2	7	Monstrous Cavalry 50x75mm base

Alliance:

Daemon of Pestilence

Armour:

Mount's Protection (6+)

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Fear, Fly (6)

Options:

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

- may take a Magical Standard up to 50

In a Monotheist Army, may take

Aspect: Contamination 5 / model



Blood Chariot 165 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	5	5	4	-	-	-	
Slaughterer (2)	-	5	3	4	-	-	4	1	7	
Crusher (1)	7	5	-	5	-	-	2	3	7	Chariot 50x100mm base

Alliance:

Daemon of Wrath

Options:

In a Monotheist Army, may take

pts

Weapons:

Blood Sword (Slaughterers only)

Aspect: Onslaught

10

Armour:

Mount's Protection (6+), Innate Defence (4+)

Daemon Special Rules:

Daemonic Instability, Otherworldly

Special Rules:

Magic Resistance (1), Impact Hits (+1), Fear

Must choose one Artillery Weapon (Chariot only):

Incinerator (free)

A model equipped with an Incinerator gains Fireborn.

This is a **Flame Thrower Artillery Weapon** with Range 8", Strength 4, Flaming Attacks.

Brass Cannon (free)

May only be taken if the General is a Daemon of Wrath

Cannon (D6") Artillery Weapon with

Range 48", Strength 10, Armour Piercing (2), Multiple Wounds (Ordnance), Flaming Attacks.

If the Blood Chariot only Pivots (and moves no further) it doesn't suffer from the Moving and Shooting to-hit penalty.



Altar of Slaughter 180 pts

- One of a Kind

single model

	M	WS	BS	S	T	W	I	A	Ld	
Altar of Blood	-	-	-	5	6	4	-	-	-	
Doombringer (1)	-	5	3	4	-	-	4	2	7	
Slaughterer (2)	-	5	3	4	-	-	4	1	7	
Crusher (1)	7	5	-	5	-	-	2	3	7	Chariot 50x100mm base

Alliance:

Daemon of Wrath

Options:

In a Monotheist Army, may take

pts

Weapons:

Blood Sword (Doombringer and Slaughterers only)

Aspect: Onslaught

15

May take Blood Feast

15

Armour:

Mount's Protection (6+), Innate Defence (4+)

Daemon Special Rules:

Otherworldly, Daemonic Instability

Special Rules:

Magic Resistance (2), Impact Hits (+1), Fear

Blood Feast: Each time you make a successful charge with this model, all friendly units with Daemon of Wrath that are Engaged in the same Combat gain Frenzy until the end of the Combat Phase.

Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

<u>CHARACTERS</u>		M	WS	BS	S	T	W	I	A	Ld
L	Weaver of Change	8	6	6	6	6	6	6	5	9
	Courtesan of Lust	10	9	6	6	6	6	10	6	9
	Father of Pestilence	6	6	3	6	7	7	4	5	9
	Scourge of Wrath	8	10	10	6	6	6	9	7	9
	Daemon Prince	8	9	5	6	5	4	8	5	9
H	Harbinger of Change	4	3	4	3	3	2	3	2	8
	Harbinger of Lust	6	7	5	4	3	2	7	4	8
	Harbinger of Pestilence	4	5	5	5	5	2	4	3	8
	Harbinger of Wrath	5	7	2	5	4	2	6	3	8

<u>INFANTRY</u>		M	WS	BS	S	T	W	I	A	Ld
C	Horror	4	3	3	3	3	1	3	1	7
	Siren	6	5	4	3	3	1	5	2	7
	Tallymen	4	3	3	4	4	1	2	1	7
	Slaughterer	5	5	2	4	3	1	4	1	7
S	Igniter	6	3	4	4	4	1	4	2	7
	Furie	4	3	-	4	3	1	4	1	2
M	Pestilent Palanquin	4	3	3	3	3	3	3	6	7

<u>WAR BEASTS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Sky Serpent	1	3	-	4	4	2	4	3	7
	Hellhound	8	5	-	4	4	2	4	2	7
M	Disc of Change	1	3	-	4	4	1	4	3	7
	Steed of Lust	10	3	-	3	3	1	5	1	7

<u>MONSTROUS BEASTS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Clawed Fiend	10	5	-	4	4	3	5	3	7
	Pestilent Beast	6	3	-	4	5	3	2	4	7
M	Blight Fly	1	4	3	5	5	3	2	2	7
	Crusher	7	5	-	5	4	3	2	3	7

<u>SWARMS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Plagueling	4	3	3	2	3	5	2	5	7

<u>CAVALRY</u>		M	WS	BS	S	T	W	I	A	Ld
S	Mounted Siren	6	5	4	3	3	1	5	2	7
	- Steed of Lust	10	3	-	3	3	1	5	1	7

<u>MONSTROUS CAVALRY</u>		M	WS	BS	S	T	W	I	A	Ld
S	Crusher Rider	5	5	2	4	3	1	4	1	7
	- Crusher	7	5	-	5	4	3	2	3	7
R	Blight Fly Rider	4	4	4	4	4	1	2	2	7
	- Blight Fly	1	4	-	5	5	3	2	2	7

<u>CHARIOTS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Siren Chariot	-	-	-	5	4	4	-	-	-
	- Siren (2)[1]	-	5	4	3	-	-	5	2	7
	- Steed of Lust (2)	10	3	-	3	-	-	5	1	7
R	Blazing Chariot	-	-	-	4	4	4	-	-	-
	- Ignitier (1)[0]	-	4	4	4	-	-	4	3	7
	- Sky Serpent (2)	1	3	-	4	-	-	4	3	7
	Shrine of Temptation	-	-	-	5	5	5	-	-	-
	- Temptress (1)	-	5	5	3	-	-	5	4	7
	- Siren (3)	-	5	4	3	-	-	5	2	7
	- Steed of Lust (4)	10	3	-	3	-	-	5	1	7
	Carnal Chariot	-	-	-	4	4	4	-	-	-
	- Oracle (1)	-	5	4	3	-	-	5	2	7
	- Siren (2)	-	5	4	3	-	-	5	2	7
	- Steed of Lust (2)	10	3	-	3	-	-	5	1	7
	Blood Chariot	-	-	-	5	5	4	-	-	-
	- Slaughterer (2)	-	5	3	4	-	-	4	1	7
	- Crusher (1)	7	5	-	5	-	-	2	3	7
	Altar of Slaughter	-	-	-	5	6	4	-	-	-
	- Doombringer (1)	-	5	3	4	-	-	4	2	7
	- Slaughterer (2)	-	5	3	4	-	-	4	1	7
	- Crusher (1)	7	5	-	5	-	-	2	3	7

(2)- number of crew members when taken as a separate unit
 [1] - number of crew members when taken as a mount

<u>MONSTERS</u>		M	WS	BS	S	T	W	I	A	Ld
R	Daemon Engine	8	3	4	6	6	7	3	4	7

Monotheist's Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

(2)- crew members when taken as a separate unit

[1] - crew members when taken as a mount



	<u>CHANGE</u>	M	WS	BS	S	T	W	I	A	Ld
L	Weaver of Change	8	6	6	6	6	6	6	5	9
H	Harbinger of Change	4	3	4	3	3	2	3	2	8
C	Horror	4	3	3	3	3	1	3	1	7
S	Igniter	6	3	4	4	4	1	4	2	7
	Sky Serpent	1	3	-	4	4	2	4	3	7
R	Blazing Chariot	-	-	-	4	4	4	-	-	-
	- Igniter (1)[0]	-	4	4	4	-	-	4	3	7
	- Sky Serpent (2)	1	3	-	4	-	-	4	3	7
M	Disc of change	1	3	-	4	4	1	4	3	7



	<u>LUST</u>	M	WS	BS	S	T	W	I	A	Ld
L	Courtesan of Lust	10	9	6	6	6	6	10	6	9
H	Harbinger of Lust	6	7	5	4	3	2	7	4	8
C	Siren	6	5	4	3	3	1	5	2	7
S	Clawed Fiend	10	5	-	4	4	3	5	3	7
	Mounted Siren	6	5	4	3	3	1	5	2	7
	- Steed of Lust	10	3	-	3	3	1	5	1	7
	Siren Chariot	-	-	-	5	4	4	-	-	-
	- Mounted Siren (2)[1]	-	5	4	3	-	-	5	2	7
	- Steed of Lust (2)	10	3	-	3	-	-	5	1	7
R	Shrine of Temptation	-	-	-	5	5	5	-	-	-
	- Temptress (1)	-	5	5	3	-	-	5	4	7
	- Mounted Siren (3)	-	5	4	3	-	-	5	2	7
	- Steed of Lust (4)	10	3	-	3	-	-	5	1	7
	Carnal Chariot	-	-	-	4	4	4	-	-	-
	- Oracle (1)	-	5	4	3	-	-	5	4	7
	- Mounted Siren (2)	-	5	4	3	-	-	5	2	7
	- Steed of Lust (2)	10	3	-	3	-	-	5	1	7
M	Steed of Lust	10	3	-	3	3	1	5	1	7



	<u>PESTILENCE</u>	M	WS	BS	S	T	W	I	A	Ld
L	Father of Pestilence	6	6	3	6	7	7	4	5	9
H	Harbinger of Pestilence	4	5	5	5	5	2	4	3	8
C	Tallymen	4	3	3	4	4	1	2	1	7
S	Pestilent Beast	6	3	-	4	5	3	2	4	7
	Plagueling	4	3	3	2	3	5	2	5	7
R	Blight Fly Rider	4	4	4	4	4	1	2	2	7
	- Blight Fly	1	4	-	5	5	3	2	2	7
M	Pestilent Palanquin	4	3	3	3	3	3	3	6	7
	Blight Fly	1	4	3	5	5	3	2	2	7



	<u>WRATH</u>	M	WS	BS	S	T	W	I	A	Ld
L	Scourge of Wrath	8	10	10	6	6	6	9	7	9
H	Harbinger of Wrath	5	7	2	5	4	2	6	3	8
C	Slaughterer	5	5	2	4	3	1	4	1	7
S	Hellhound	8	5	-	4	4	2	4	2	7
	Crusher Rider	5	5	2	4	3	1	4	1	7
	- Crusher	7	5	3	5	4	3	2	3	7
R	Blood Chariot	-	-	-	5	5	4	-	-	-
	- Slaughterer (2)	-	5	3	4	-	-	4	1	7
	- Crusher (1)	7	5	-	5	-	-	2	3	7
	Altar of Slaughter	-	-	-	5	6	4	-	-	-
	- Doombringer (1)	-	5	3	4	-	-	4	2	7
	- Slaughterer (2)	-	5	3	4	-	-	4	1	7
	- Crusher(1)	7	5	-	5	-	-	2	3	7
M	Crusher	7	5	3	5	4	3	2	3	7



	<u>TRUE CHAOS</u>	M	WS	BS	S	T	W	I	A	Ld
L	Daemon Prince	8	9	5	6	5	4	8	5	9
S	Furie	4	3	-	4	3	1	4	1	2
R	Daemon Engine	8	3	4	6	6	7	3	4	7

	SPECIAL SHOOTING WEAPON		Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
<i>common</i>	Firebolts	(normal)	24	3	-	-	-
Igniter	Firestorm	-	18	4	D3	-	-
Blazing Chariot	Searing Firestorm (1)	Bolt Thrower	24	4+D3	-	D3	6
	Searing Firestorm (2)	Volley Gun	24	2+D3	6	-	-
Blood Chariot	Incinerator	Flame Thrower	8	4	-	-	-
	Brass Cannon	Cannon (D6")	48	10	-	Ordnance	2
Daemon Engine	Hellish Reaper	Volley Gun	12	4	2D6	-	3
	Hellish Breath	Flame Thrower	8	4	-	-	-
	Hellish Bombard	Catapult (3")	12-60	3[9]	-	[Ordnance]	-
	Hellish Bolt	Bolt Thrower	48	6	-	D3	6

Changelog:
v1.1.0
No changes