

Wormhole Daemons of Lust • 3000pts

Wormhole Daemons of Lust 3.4.1

Harbinger of Lust [1] - 160pts

Quality 3+

Defense 3+

Tough 6

Daemon, Fast, Fear(1), Hero, Overload, Tough(6)

Weapon	RNG	ATK	AP	SPE
2x Ritual Hammers	-	A1	-	Blast(3)
Stomp	-	A2	1	-

4x Lust Furies [10] - 170pts

Quality 5+

Defense 5+

Daemon, Fast, Flying, Overload

Weapon	RNG	ATK	AP	SPE
10x Armblades	-	A2	1	-

4x Lust Warriors [10] - 200pts

Quality 4+

Defense 4+

Daemon, Fast, Overload

Weapon	RNG	ATK	AP	SPE
10x Dual Hand Weapons	-	A2	-	-

4x Lust Beast Riders [10] - 230pts

Quality 4+

Defense 4+

Daemon, Overload, Very Fast

Weapon	RNG	ATK	AP	SPE
10x Hand Weapons	-	A1	-	-
10x Toxin Claws	-	A1	-	Poison

2x Sacred Mirror [1] - 220pts

Quality 4+

Defense 4+

Tough 6

Daemon, Magic Absorption, Overload, Tough(6), Caster(3)

Weapon	RNG	ATK	AP	SPE
Horrific Reflection	12"	A2	3	Deadly(3)
Crew Attack	-	A3	-	-

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

Caster: Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Daemon: This model may be deployed as if it had Ambush or Scout, but only up to half of the units with this rule in the army may deploy using one or the other (rounding up).

Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Defense: Gets +X to Defense rolls.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Fear: This model counts as having dealt +X wounds when checking who won melee.

Flying: May move through units and terrain, and ignores terrain effects whilst moving.

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Magic Absorption: When taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 2+ instead.

Overload: For each unmodified roll of 6 to hit when attacking, this model may roll +2 attacks with that weapon. This rule doesn't apply to newly generated attacks.

Poison: Ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Very Fast: Moves +4" when using Advance, and +8" when using Rush/Charge.

Wormhole Daemons of Lust Army Spells

Acquiescence (1): Target enemy unit within 18" gets -1 to hit rolls next time it shoots.

Seizure (1): Target enemy unit within 12" takes 1 hit with AP(2) and Deadly(3).

Pleasure (2): Target 2 friendly units within 12" get +1 to defense rolls next time they take hits.

Pain (2): Target enemy model within 12" takes 2 hits with AP(4).

Ecstasy (3): Target 2 friendly units within 12" get +3 to hit rolls next time they charge.

Overpower (3): Target enemy unit within 18" takes 1 hit with Blast(12).