Wormhole Daemons of War • 2995pts

Avatar of War [1] - 945pts

Quality 2+	Defense 2+	Tough 18

Daemon, Fear(3), Flying, Furious, Hero, Tough(18)

Weapon	RNG	ATK	AP	SPE
Stomp	-	A6	2	-
Exalted Flame Spear	-	A3	3	Deadly(3)
Exalted Flame Axe	-	A9	1	Rending

2x Ascended Harbinger of War [1] - 590pts

Quality 2+	Defense 2+	Tough 12

Daemon, Fear(2), Furious, Hero, Tough(12), Flying

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
Great Flame Axe	-	A6	1	Rending
Great Flame Spear	-	A2	3	Deadly(3)
Upgrade		SPE		
Wings		Flying		

2x Harbinger of War [1] - 195pts

Quality 3+	Defense 3+	Tough 6

Daemon, Fear(1), Furious, Hero, Tough(6), Flying

Weapon	RNG	ATK	AP	SPE
Stomp	-	A2	1	-
2x Heavy Flame Axes	-	A3	1	Rending
Upgrade		SPE		
Wings		Flying		

3x Blood Hounds [5] - 160pts

Quality 3+	Defense 4+

Daemon, Fast, Furious, Pierce

Weapon	RNG	ATK	AP	SPE
5x Claws	-	A2	1	-
Upgrade		SPE		
Spiked Collars		Pierce		

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.

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.

Furious: When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

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.

Pierce: Whenever this model attacks in melee, roll one die. On a 6+ the target takes 1 hit with AP(1).

Rending: Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

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).