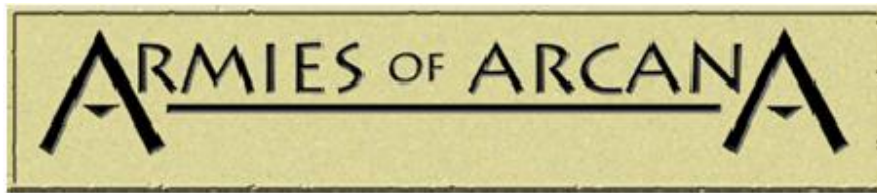


## Daemons

### Daemon Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Imp	13	6"	1	2 Fixed	2	6 Fearless	1 / 2		
Flying Imps	27	6" Fly 12"	1	2 Fixed	2	6 Fearless	1 / 2		
Eyes of Chaos	95	8" Ignores Terrain	2	3 Fixed	4 - Chaos Immune	8 Fearless	2 / 2 - Eldritch	Gaze (15"): 1 / 3 Eldritch, d3 wounds, Natural	Base 4
Ice Demons	29	6"	1	3 Fixed	2 - Water Immune	7 Fearless	2 / 3 - Eldritch		
Fire Demons	48	6"	1	3 Fixed	2 - Fire Immune	7 Fearless	2 / 2 - Str (1), Fire	Force (12"): 1 / 3 Str (1), Natural	
Howlers	33	12"	2	2 Fixed	2	8 Fearless	1 / 3 - Str (2)		
Chain Demon	71	6"	3	3 Fixed	3	7 Fearless	4 / 2 Str (1), Long Weapons		Base: 4
Barons	87	8"	3	3 Fixed	2	9 Fearless	2 / 3 - Str (2)	Force (18"): 1 / 3 Str (1), Natural	Base: 4
Avara Demons	68	6" 15" Flying	3	3 Fixed	2	7 Fearless	2 / 3 - Str (1)		Base: 4
Hell Hounds	45	16"	2	2 Fixed	2 - Fire Immune	7 Fearless	1 / 3 - Str (1) Fire	Firebreath (6"): 1 / 2 - Str (1) Fire, Natural	Base: 2
Demon Knights	27	6"	1	4 Fixed Shield	2	7 Fearless	1 / 3 - Str (1) Magical		
Demon Knight Cavalry	49	14"	2	4 Fixed	2	7 Fearless	1 / 3 - Str (1) Magical Mount: 1 / 3 - Str (1)		Base: 2
Demon Knight Cavalry with Lance (Elite)	54	14"	2	4 Fixed	2	7 Fearless	1 / 3 - Str (1) Long Weapons Mount: 1 / 3 - Str (1)		Base: 2



## Daemons

### Daemon Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Demon Lord (Chaos or Fire Magic+250 VP)	171	8" 15" Flying	4	4 Fixed	4	10 Fearless	4 / 4 - Str (2) Magical	(1 / 4)	Base: 4 Fearsome
Demon Prince	119	8" 15" Flying	3	4 Fixed	4	10 Fearless	4 / 3 Str (1) Magical	(1 / 3)	
Demon Steed (for Base 1 leaders)	+19	14"	+1	As Rider	As Rider	As Rider	1 / 3 Str (1)		Base 2
Cacodemons (Chaos or Fire Magic+250 VP)	144	8" Ignores Terrain	4	3 Fixed	3	9 Fearless	2 / 3 - Str (1) 1 / 3 - Str (2), d3 Wounds	Eyebeam (24"): 1 / 3, Str (2) Magical, Natural	Base: 4