

Daemonology

Range: 15" **Casting On: 8+**

1. Steed Of Shadows Conveyance

Your Remaining Moves sub-phase

This spell can only target friendly models whose troop type is infantry. If the target friendly unit is not fleeing and has not already moved during this Movement phase, it gains the Fly (12) special rule until your next Start of Turn sub-phase.

Daemonology

Range: 12" **Casting On: 9+**

2. Gathering Darkness Hex

Your (Strategy) Conjuration sub-phase

Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Initiative characteristic (to a minimum of 1), a -2 modifier to its Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule. This spell may target an enemy unit engaged in combat.

Daemonology

Range: Combat **Casting On: 8+**

3. Daemonic Familiars Assailment

Any Fight Combat sub-phase

A single enemy unit the caster is engaged in combat with suffers 2D6 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

Daemonology

Range: Self **Casting On: 9+**

4. Daemonic Vessel Enchantment

Your (Strategy) Conjuration sub-phase

faq 1/28

Until the end of this turn, the caster, their mount and any unit they have joined, gain a +1 modifier to their Strength and Attacks characteristics (to a maximum of 10), and improve the Armour Piercing characteristic of their weapons by 1.

Daemonology

Range: 15" **Casting On: 8+**

5. Vortex of Chaos Magical Vortex

Your Shooting phase

faq 1/28

Remains in Play. Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as difficult terrain. The template scatters D6" during every Start of Turn sub-phase. Any unit (friend or foe) that moves through the template, or that the template moves over, suffers D6+1 Strength 3 hits, each with an AP of -.

Daemonology

Range: 15" **Casting On: 9+**

6. Daemonic Vigour Enchantment

Your (Strategy) Conjuration sub-phase

Until the end of this turn, the target friendly unit gains a +1 modifier to its Movement, Toughness and Initiative characteristics (to a maximum of 10).

Daemonology

Range: 18" **Casting On: 9+**

The Summoning Magic Missile

Your Shooting phase

The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -1.

Signature Spell

Daemonology



Daemonology



Daemonology



Daemonology



Daemonology



Daemonology



Daemonology

