



890 pts (17.00 %) 2394 pts (45.00 %) 0 pts (0.00 %) 260 pts (5.00 %) 1780 pts (33.00 %) 100 pts (2.00 %)  
**Rare**                      **Special**                      **Lords**                      **Heroes**                      **Core**                      **Mount**  
 (25 Max)                      (50 Max)                      (50 Max)                      (50 Max)                      (25 Least)                      (0 NoLimit)

## Heroes

**HARBINGER OF CHANGE #1**  
 Harbinger of Change - Standard - Infantry - 20x20

**260 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harbinger of Change	4	3	4	3	3	2	3	2	8	Infantry
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Sky Serpent (2)	1	3	-	4	-	-	4	3	7	
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Daemon of Change • Firebolts									
<b>Model Rules (Chariot)</b>	Otherworldly • Daemonic Instability • Fly (9) • Searing Firestorm • Mount's Protection (6+)									
<b>Model Rules (Chariot)</b>	Otherworldly • Daemonic Instability • Fly (9) • Searing Firestorm • Mount's Protection (6+)									

<b>Options</b>	Level 2 (Wizard Apprentice) • Aspect: Far Seeing • Mount : Blazing Chariot • Token of Change (Change only)
<b>Magic</b>	Level 1 Wizard Apprentice . Uses spells from the Path of Change or Alchemy

## Core

**HORRORS #1**  
 Horrors x10 - Standard - Infantry - 20x20

**890 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Horror	4	3	3	3	3	1	3	1	7	Infantry
Champion	4	4	4	3	3	1	3	2	7	
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Daemon of Change									

<b>Options</b>	May take Firebolts • Champion
----------------	-------------------------------

**HORRORS #2**  
 Horrors x10 - Standard - Infantry - 20x20

**890 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Horror	4	3	3	3	3	1	3	1	7	Infantry
Champion	4	4	4	3	3	1	3	2	7	
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Daemon of Change									

<b>Options</b>	May take Firebolts • Champion
----------------	-------------------------------

## Special

**FURIES #1**  
 Furies x5 - Standard - Infantry - 20x20

**360 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fury	4	3	-	4	3	1	4	1	7	Infantry
<b>Model Rules</b>	Daemon of True Chaos • Otherworldly • Daemonic Instability • Skirmishers • Fly (10)									

<b>Options</b>	with Mark of Change
----------------	---------------------



**FURIES #2**  
Furies **x5** - Standard - Infantry - 20x20

**360 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fury	4	3	-	4	3	1	4	1	7	Infantry
<b>Model Rules</b>	Daemon of True Chaos • Otherworldly • Daemonic Instability • Skirmishers • Fly (10)									

<b>Options</b>	with Mark of Change
----------------	---------------------



**FURIES #3**  
Furies **x5** - Standard - Infantry - 20x20

**360 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fury	4	3	-	4	3	1	4	1	7	Infantry
<b>Model Rules</b>	Daemon of True Chaos • Otherworldly • Daemonic Instability • Skirmishers • Fly (10)									

<b>Options</b>	with Mark of Change
----------------	---------------------



**IGNITERS #1**  
Igniters **x5** - Standard - Infantry - 20x20

**477 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Igniter	6	3	4	4	3	2	4	2	7	Infantry
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Skirmishers • Daemon of Change • Firestorm									

<b>Options</b>	(Monotheist Army only) Far Seeing
----------------	-----------------------------------



**IGNITERS #2**  
Igniters **x5** - Standard - Infantry - 20x20

**477 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Igniter	6	3	4	4	3	2	4	2	7	Infantry
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Skirmishers • Daemon of Change • Firestorm									

<b>Options</b>	(Monotheist Army only) Far Seeing
----------------	-----------------------------------



**SKY SERPENTS #1**  
Sky Serpents **x4** - Standard - Infantry - 20x20

**180 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sky Serpent	1	3	-	4	4	2	4	3	7	War Beast
<b>Model Rules</b>	Slashing • Otherworldly • Daemonic Instability • Skirmishers • Fly (9) • Daemon of Change									

<b>Options</b>	(Monotheist Army only) Far Seeing
----------------	-----------------------------------



**SKY SERPENTS #2**  
Sky Serpents **x4** - Standard - Infantry - 20x20

**180 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sky Serpent	1	3	-	4	4	2	4	3	7	War Beast
<b>Model Rules</b>	Slashing • Otherworldly • Daemonic Instability • Skirmishers • Fly (9) • Daemon of Change									

**Rare**



**BLAZING CHARIOT #1**  
Blazing Chariot - Standard - Infantry - 20x20

145 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Exalted Igniter (1)	-	4	4	4	-	-	4	3	7	
Sky Serpent (2)	1	3	-	4	-	-	4	3	7	
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Fly (9) • Daemon of Change • Quick to Fire • Mount's Protection (6+)									

<b>Options</b>	(Monotheist Army only) Far Seeing
----------------	-----------------------------------



**BLAZING CHARIOT #2**  
Blazing Chariot - Standard - Infantry - 20x20

145 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Exalted Igniter (1)	-	4	4	4	-	-	4	3	7	
Sky Serpent (2)	1	3	-	4	-	-	4	3	7	
<b>Model Rules</b>	Otherworldly • Daemonic Instability • Fly (9) • Daemon of Change • Quick to Fire • Mount's Protection (6+)									

<b>Options</b>	(Monotheist Army only) Far Seeing
----------------	-----------------------------------



**DAEMON ENGINE #1**  
Daemon Engine - Standard - Infantry - 20x20

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Engine	8	3	4	6	6	7	3	4	7	Monster
<b>Model Rules</b>	Daemon of True Chaos • Otherworldly • Daemonic Instability • Crush Attack • Innate Defence (4+)									

<b>Options</b>	with Mark of Change • May take Paired Weapons • Hellish Bombard
----------------	---



**DAEMON ENGINE #2**  
Daemon Engine - Standard - Infantry - 20x20

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemon Engine	8	3	4	6	6	7	3	4	7	Monster
<b>Model Rules</b>	Daemon of True Chaos • Otherworldly • Daemonic Instability • Crush Attack • Innate Defence (4+)									

<b>Options</b>	with Mark of Change • May take Paired Weapons • Hellish Bombard
----------------	---

**Magics**

**Magic items**

Token of Change (Change only):

**Model Rules**

**Crush Attack:**

**Daemon of Change:**

**Daemon of True Chaos:**

**Daemonic Instability:**

**Firebolts:**

**Firestorm:**

**Fly (10):**

Fly (9):

Innate Defence (4+):

Mount's Protection (6+):

Otherworldly:

Quick to Fire:

Skirmishers:

Slashing:

### Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Blazing Chariot #1	Blazing Chariot #2	Daemon Engine #1	Daemon Engine #2	Furies #1	Furies #2	Furies #3	Harbinger of Change #1	Horrors #1	Horrors #2	Igniters #1	Igniters #2	Sky Serpents #1	Sky Serpents #2