



DAEMON LEGIONS

DECOUVERTE 4000 - 4 000 POINTS



275 pts (7.00 %) 1032 pts (26.00 %) 615 pts (15.00 %) 180 pts (5.00 %) 1898 pts (47.00 %) 20 pts (1.00 %)

Rare (25 Max) **Special** (50 Max) **Lords** (50 Max) **Heroes** (50 Max) **Core** (25 Least) **Mount** (0 NoLimit)

Lords



WEAVER OF CHANGE #1

Weaver of Change - Standard - Infantry - 20x20mm

615 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Weaver of Change	8	6	6	6	6	6	6	5	9	Monster
Model Rules	Daemon of Change • Well of Power • Fly (8) • Otherworldly • Daemonic Instability • Innate Defence (5+)									

Options	May take a Supreme Aspect : Power Vortex • Aether Wand (Lord)
Magic	Level 4 Wizard Master . Generate spells from the Path of Change or Alchemy

Heroes



HARBINGER OF CHANGE #1

Harbinger of Change - Standard - Infantry - 20x20mm

180 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
Disc of Change	1	3	-	4	4	1	4	3	7	War Beast
Model Rules	Otherworldly • Daemonic Instability • Daemon of Change • Firebolts									
Model Rules (Disc of Change)	Otherworldly • Fly (9) • Mount's Protection (6+)									
Model Rules (Disc of Change)	Otherworldly • Fly (9) • Mount's Protection (6+)									

Options	Aspect: Far Seeing • Supreme Aspect: Power Vortex • Mount : Disc of Change
Magic	Level 1 Wizard Apprentice . Uses spells from the Path of Change or Alchemy

Core



HORRORS #1

Horrors x20 - Standard - Infantry - 20x20mm

960 POINTS



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

Options	May take Firebolts • If General has the same Daemonic Mark, may take Far Seeing • Musician • Standard Bearer
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HORRORS #2

Horrors x18 - Standard - Infantry - 20x20mm

938 POINTS



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

Options | May take Firebolts • If General has the same Daemonic Mark, may take Far Seeing • Musician • Standard Bearer

Special



IGNITERS #1

Igniters x6 - Standard - Infantry - 20x20mm

516 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Igniter	6	3	4	4	3	2	4	2	7	Infantry
Champion	6	4	5	4	3	2	4	3	7	
Model Rules	Otherworldly • Daemonic Instability • Skirmishers • Daemon of Change • Firestorm									

Options | Champion • (Monotheist Army only) Far Seeing



IGNITERS #2

Igniters x6 - Standard - Infantry - 20x20mm

516 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Igniter	6	3	4	4	3	2	4	2	7	Infantry
Champion	6	4	5	4	3	2	4	3	7	
Model Rules	Otherworldly • Daemonic Instability • Skirmishers • Daemon of Change • Firestorm									

Options | Champion • (Monotheist Army only) Far Seeing

Rare



DAEMON ENGINE #1

Daemon Engine - Standard - Infantry - 20x20mm

275 POINTS



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

Options | with Mark of Change • Hellish Bolt

Magics

Magic items

Aether Wand (Lord):

Model Rules

Crush Attack:

Daemon of Change:

Daemon of True Chaos:

Daemonic Instability:

Firebolts:

Firestorm:

Fly (8):

Innate Defence (4+):

Innate Defence (5+):

Otherworldly:

Skirmishers:

Well of Power:

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.

Daemon Engine #1



Igniters #1



Igniters #2



Harbinger of Change #1



Horrors #1



Horrors #2



Weaver of Change #1

