



Change Daemon Champion - 310pts

Quality	Defense	Tough
2+	2+	6

Weapon	RNG	ATK	AP	SPE
Daemon Sword	-	A6	2	-

Equipment	SPE
Wings	Ambush, Flying
Sorcerer	Psychic(1)

Ambush, Fear, Flying, Hero, Psychic(1), Stealth, Tough(6)

Change Destroyers [3] - 340pts

Quality	Defense	Tough
3+	3+	3

Weapon	RNG	ATK	AP	SPE
Hexed Staff	12"	A3	-	Rending

Energy Sword	-	A3	1	Rending
--------------	---	----	---	---------

2x Heavy Rifles	24"	A1	1	-
-----------------	-----	----	---	---

2x Energy Fists	-	A3	4	-
-----------------	---	----	---	---

Equipment	SPE
Warlock	Psychic(1)

Ambush, Psychic(1), Stealth, Tough(3)

Change Vortex Beast - 415pts

Quality	Defense	Tough
3+	2+	12

Weapon	RNG	ATK	AP	SPE
Vortex of Mutation	18"	A2	-	Blast(6)

Claw	-	A8	1	-
------	---	----	---	---

Stomp	-	A4	1	-
-------	---	----	---	---

Fear, Regeneration, Stealth, Tough(12)

2x Change Brothers [5] - 255pts

Quality	Defense
3+	3+

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-

Energy Fist	-	A2	4	-
-------------	---	----	---	---

5x Hexed Rifles	18"	A3	-	Rending
-----------------	-----	----	---	---------

Equipment	SPE
Warlock	Psychic(1)

Psychic(1), Stealth

Change Destroyers [3] - 340pts

Quality	Defense	Tough
3+	3+	3

Weapon	RNG	ATK	AP	SPE
Hexed Staff	12"	A3	-	Rending

Energy Sword	-	A3	1	Rending
--------------	---	----	---	---------

2x Heavy Rifles	24"	A1	1	-
-----------------	-----	----	---	---

2x Energy Fists	-	A3	4	-
-----------------	---	----	---	---

Equipment	SPE
Warlock	Psychic(1)

Ambush, Psychic(1), Stealth, Tough(3)

Change Infernal Brute - 330pts

Quality	Defense	Tough
3+	2+	12

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-

2x Brute Fists	-	A4	4	-
----------------	---	----	---	---

Fear, Stealth, Tough(12)

Change APC - 250pts

Quality	Defense	Tough
3+	2+	6

Weapon	RNG	ATK	AP	SPE
Storm Rifle	24"	A3	1	-

Equipment	SPE
Dozer Blade	Strider

Fast, Impact(6), Stealth, Strider, Tough(6), Transport(11)

Psychic/Spells

Breath of Change (4+): Target friendly unit within 12" may immediately charge by 3".

Inferno (4+): Target enemy unit within 12" takes 2 automatic hits with AP(2).

Cursed Mutations (5+): Target enemy unit within 18" gets -1 to hit next time it shoots.

Fire Storm (5+): Target enemy unit within 12" must take a dangerous terrain test.

Blessed Mutation (6+): Target friendly unit within 12" gets Regeneration on rolls of 4+ next time it takes wounds.

Bolt of Change (6+): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(6).

Special Rules

AP - Targets get -X to Defense rolls when blocking hits.

Ambush - This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both player have Ambush, they roll-off to see who deploys first, and then alternate in placing them.

Blast - Ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

Fast - Move 9" when using Advance, and 18" when using Rush/Charge.

Fear - Always counts as having dealt +D3 wounds when checking who won melee.

Flying - May move through all obstacles, and may ignore terrain effects.

Hero - May be deployed as part of one friendly unit, which may use its Quality value for morale tests. When taking hits, you must use the unit's Defense value, until all non-hero models are killed.

Impact - Deals X melee hits when charging (must be in striking range).

Psychic - May cast one spell during its activation, at any point before attacking. Pick a spell and a target in line of sight, and roll D6+X. If the result is equal or higher than the number in brackets, you may resolve the effects. Enemy psychics within 18" and line of sight of the caster may roll D6+X at the same time, and if the result is higher the spell is blocked. Psychics may only either try to cast or try to block a spell each round.

Regeneration - When taking a wound, roll one die. On a 5+ it is ignored.

Rending - Unmodified results of 6 to hit count as having AP(4), and ignore the regeneration rule.

Stealth - Enemies get -1 to hit rolls when shooting at this unit.

Strider - This model may ignore the effects of difficult terrain.

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).

Transport - May transport up to X other models. Units embark by moving into contact, and may use any action to disembark, but only move by up to 6". Units may also be deployed inside of a transport. If a unit is inside a transport when it is destroyed, then it takes a dangerous terrain test, is immediately Pinned, and surviving models must be placed within 6" of the transport before it is removed.