

SPECIAL (no limit)

Pox Knights 490pts

3 models, may add up to 2 models 120 pts/model

0-3 Unit per Army

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	5	3	4	4	1	5(4)	2	8	Monstrous Cavalry
Pox Toad	6	4	-	4	4	3	2	3	7	50*75mm base

Armour :

Mount's Protection (6+)
Plate Armour

Options:

May take (one choice only):

Daemon Weapon & Shield 14 / model

Rider:

Flail 10 / model

Special Rules:

Mark of Pestilence
Chosen of the Gods

May upgrade one model to each of the following:

Champion 20

Musician 20

Pox Toad:

Standard Bearer 20

Special Rules:

Mark of Pestilence
Magical Attacks
Poisoned Attacks
Scoring

- may take a Magical Standard up to 100

Rider of Change 330pts

3 models, may add up to 2 models 80 pts/model

0-3 Unit per Army

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	5	3	4	4	1	5	2	8	Cavalry
Disc of Change	1(8)	3	-	4	4	1	4	3	7	50*50mm base

Armour :

Mount's Protection (6+)
Plate Armour

Options:

May take (one choice only):

Daemon Weapon & Shield 14 / model

Rider:

Halberd 14 / model

Special Rules:

Mark of Change
Chosen of the Gods

May upgrade one model to each of the following:

Champion 140

Musician 20

Disc of Change:

Standard Bearer 20

Special Rules:

Mark of Change
Magical Attacks
Fly (8)
Scoring

- may take a Magical Standard up to 100