LORD OF CHANGE - CHAOS - THOUSAND SONS

320 PTS

M	T	Sv	W	LD	OC
12"	10	6+	18	6+	5

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Lord of Change (100mm)

Equipped with: Rod of sorcery, ➤ Bolt of Change - focused witchfire, ➤ Bolt of Change - witchfire, Baleful sword, Staff of Tzeentch

Wargear Options:

■ This model can be equipped with one of: Rod of sorcery, Baleful sword.

KEYWORDS: Monster, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Summoned, Lord of Change

FACTION KEYWORDS: Scintillating Legions

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rod of sorcery PSYCHIC	18"	6	2+	8	-1	2
➤ Bolt of Change - focused witchfire HAZARDOUS, PSYCHIC	18"	9	2+	9	-2	3
➤ Bolt of Change - witchfire PSYCHIC	18"	9	2+	9	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Baleful sword EXTRA ATTACKS	Melee	3	3+	7	-2	3
Staff of Tzeentch PSYCHIC	Melee	5	3+	6	-1	3

ABILITIES

Daemon Lord of Tzeentch (Aura)
While a friendly Scintillating Legions unit is within 6" of this model, each time a model in that unit makes a ranged attack, add 1 to the Strength characteristic of that attack.

Daemonic Illusions (Aura)
While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Master of Magicks (Aura)
In your Shooting phase, select one of the following abilities: [Ignores Cover], [Lethal Hits], [Sustained Hits D3]. Until the end of the phase, this model's Bolt of Change has that ability.

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as psychic attacks (this can be important for the triggering of other rules).

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CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.