

CHAOS - THOUSAND SONS

LORD OF CHANGE

Deadly Demise D6

Deep Strike

M

12"

T

10

SV

6+

W

18

LD

6+

OC

5

RW

4+

320 PTS

Base 100mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Rod of sorcery

PSYCHIC

R

18"

A

6

BS

2+

S

8

AP

-1

D

2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

► Bolt of Change - focused witchfire

HAZARDOUS

PSYCHIC

R

18"

A

9

BS

2+

S

9

AP

-2

D

3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

► Bolt of Change - witchfire

PSYCHIC

R

18"

A

9

BS

2+

S

9

AP

-1

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

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.

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.

4

ANGRIFF

5

NAHKAMPF

Baleful sword

EXTRA ATTACKS

R

Melee

A

3

WS

3+

S

7

AP

-2

D

3

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

Staff of Tzeentch

PSYCHIC

R

Melee

A

5

WS

3+

S

6

AP

-1

D

3

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 6+ · 4++ · 18 LP je Modell

WIRD VERWUNDET MIT

2+

3+

4+

5+

6+

S20+

S11-19

S10

S6-9

S1-5

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

4++

4++

4++

4++

4++

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.

REGELN & KEYWORDS KURZ

Deadly Demise D6

This ability always takes the form Deadly Demise X.

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" horizo...

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.

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...

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 rol...

AUFSTELLUNG

1x Lord of Change

Ausrüstung:

Rod of sorcery, ► Bolt of Change - focused witchfire, ► Bolt of Change - witchfire, Baleful sword, Staff of Tzeentch

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