CHAOS - THOUSAND SONS · DETACHMENT

SERVANTS OF CHANGE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Unravelled Fates — **15 pts**

In your Movement phase, at the start or end of this unit's move, you can select one friendly battle-shocked MUTANT unit within 6" of this model. That unit is no longer battle-shocked.

Thicket of Bladed Bone — **10 pts**

This unit's melee attacks have:

- +1 AP.

- [CLEAVE 1].

DETACHMENT-REGEL

- Friendly TZAANGORS units have BATTLELINE.

- In your Shooting phase, while a friendly MUTANT unit is shooting, enemy units have +6" detection range.

This detachment has the MUTANT tag and cannot be taken with another MUTANT detachment.

STRATAGEMS

1 CP · SERVANTS OF CHANGE STRATAGEM · WAHAPEDIA · MOVEMENT

PRISMATIC DISPLACEMENT

When: Your Movement phase, when a friendly INFANTRY/ MOUNTED MUTANT unit is selected to make an advance/fall back move.
Target: That INFANTRY/MOUNTED MUTANT unit.
Effect: Your unit's ranged attacks have [ASSAULT] until the end of the turn. That move does not prevent your unit from being eligible to shoot/declare a charge.

1 CP · SERVANTS OF CHANGE STRATAGEM · WAHAPEDIA · MOVEMENT

TEMPORAL INSTABILITY

When: Your Movement phase, when a friendly INFANTRY/ MOUNTED MUTANT unit is selected to make an advance/fall back move.
Target: That INFANTRY/MOUNTED MUTANT unit.
Effect: In a turn your unit made an advance/fall-back move, that move does not prevent your unit from being eligible to start an action.

1 CP · SERVANTS OF CHANGE STRATAGEM · WAHAPEDIA · MOVEMENT

THE LAND WRITHES

When: Your Movement phase, when a friendly MONSTER MUTANT unit is selected to move.
Target: That MONSTER MUTANT unit.
Effect: Your unit has MOBILE.