

SERVANTS OF CHANGE

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

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 RULE

- 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 (3/3)

1 CP

SERVANTS OF CHANGE STRATAGEM

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

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 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.