

CHAOS - CHAOS DAEMONS

CHANGECASTER

Leader

Deep Strike

The Shadow of Chaos

Warp Rifts

M6"

T3

SV6+

W3

LD7+

OC1

RW4+

60 PTS

Base 32mm

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Arcane Fireball - focused witchfire

DEVASTATING WOUNDSHAZARDOUSPSYCHIC

R18"	A3	BS3+	S6	AP-2	D3
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

Arcane Fireball - witchfirePSYCHIC

R18"	A3	BS3+	S5	AP-1	D3
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

Storm of Mutating Sorcery (Psychic)

In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks. That unit must take a Battle-shock test.

4ANGRIFF

5NAHKAMPF

Herald combat weaponPSYCHIC

RMelee	A3	WS4+	S4	AP-1	D1
VERWUNDET					
2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+	

Penumbral Puppetry

This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

VERTEIDIGUNG

IMMER / EINMALIG

Changecaster

While this model is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 4++	DS -1 4++	DS -2 4++	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

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...

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

The Shadow of Chaos If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows: ■ Your deployment zone...

Warp Rifts Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos,...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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 Changecaster

Ausrüstung: ► Arcane Fireball - focused witchfire, ► Arcane Fireball - witchfire, Herald combat weapon

Anführer

This model can be attached to the following units:

PINK HORRORS

BLUE HORRORS

KEYWORDS Infantry, Character, Psyker, Chaos, Daemon, Tzeentch, Changecaster, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader · FRAKTION Legiones Daemonica