

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Rod of sorcery

PSYCHIC

R	A	BS	S	AP	D
18"	6	2+	8	-1	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

► Bolt of Change - focused witchfire

HAZARDOUS

PSYCHIC

R	A	BS	S	AP	D
18"	9	2+	9	-2	3

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

► Bolt of Change - witchfire

PSYCHIC

R	A	BS	S	AP	D
18"	9	2+	9	-1	1

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Daemon Lord of Tzeentch (Aura)

While a friendly TZEENTCH LEGIONES DAEMONICA 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.

Master of Magicks (Psychic)

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.

4ANGRIFF

5NAHKAMPF

Baleful sword

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	3+	7	-2	3

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Staff of Tzeentch

PSYCHIC

R	A	WS	S	AP	D
Melee	5	3+	6	-1	3

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Penumbral Puppetry

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

VERTEIDIGUNG

IMMER / EINMALIG

Greater Daemon of Tzeentch (Aura)

While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

GEGEN DIESE EINHEIT

W10 · RW 6+ · 4++ · 18 LP je Modell

WIRD VERWUNDET MIT

2+ S20+	3+ S11-19	4+ S10	5+ S6-9	6+ S1-5
RETTUNGSWURF JE DS				
DS 0 4++	DS -1 4++	DS -2 4++	DS -3 4++	DS -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...

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,...

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.

KEYWORDS Monster, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Lord of Change, Tzeentch non-Battleline, Shadow Legion · FRAKTION Legiones Daemonica