CHAOS - CHAOS DAEMONS

THE CHANGELING

Deep Strike | Lone Operative | Stealth | The Shadow of Chaos | Warp Rifts

M	T	SV	W	LD	OC	RW
6"	3	7+	5	7+	1	4+

105 PTS
Base 40mm

1 KOMMANDO

Formless Horror

Each time an enemy unit wishes to select this model as the target of an attack, that unit must first take a Battle-shock test. If that test is failed, in addition to being Battle-shocked, that enemy unit cannot target this model this phase.

2 BEWEGUNG

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3 BESCHUSS

➤ Infernal Flames - focused witchfire HAZARDOUS

IGNORES COVER | PSYCHIC | TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

➤ Infernal Flames - witchfire IGNORES COVER

PSYCHIC | TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Mischief and Confusion

At the start of your opponent's Shooting phase, select one enemy unit within 12" of and visible to this model and roll one D6: on a 2-5, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll; on a 6, that enemy unit is not eligible to shoot this phase

4 ANGRIFF

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5 NAHKAMPF

The Trickster's Staff PSYCHIC

R	A	WS	S	AP	D
Melee	3	4+	4	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W3 · RW 7+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4++	4++	4++	4++	4++

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…

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u…

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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,…

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…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

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…

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x The Changeling

Ausrüstung: ➤ Infernal Flames - focused witchfire, ➤ Infernal Flames - witchfire, The Trickster's Staff

KEYWORDS Infantry, Character, Epic Hero, Psyker, Chaos, Daemon, Tzeentch, The Changeling, Tzeentch non-Battleline, Non-Monster Character · **FRAKTION** Legiones Daemonica