

LORD OF CHANGE

- Deadly Demise D6
- Deep Strike
- The Shadow of Chaos
- Warp Rifts

M12"10SV6+W18LD6+OC5RW4+

320 PTS

Base 100mm

1KOMMANDO

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2BEWEGUNG

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3BESCHUSS

Rod of sorcery **PSYCHIC**

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

VERWUNDET

2+T1-43+T5-74+T85+T9-156+T16+

► Bolt of Change - focused witchfire **HAZARDOUS**

PSYCHIC

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

VERWUNDET

2+T1-43+T5-84+T95+T10-176+T18+

► Bolt of Change - witchfire **PSYCHIC**

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

VERWUNDET

2+T1-43+T5-84+T95+T10-176+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

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5NAHKAMPF

Baleful sword **EXTRA ATTACKS**

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

VERWUNDET

2+T1-33+T4-64+T75+T8-136+T14+

Staff of Tzeentch **PSYCHIC**

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

VERWUNDET

2+T1-33+T4-54+T65+T7-116+T12+

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

VERTEIDIGUNG

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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 3E DS

DS 04++

DS -14++

DS -24++

DS -34++

DS -44++

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 roll...

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.