CHANGECASTER

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

4+

AUFSTELLUNG

1x Changecaster (32mm)

Equipped with: ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Herald combat weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Arcane Fireball - focused witchfire DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC	18"	3	3+	6	-2	D3
➤ Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Herald combat weapon PSYCHIC	Melee	3	4+	4	-1	1

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, The Shadow of Chaos, Warp Rifts

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

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

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.

Leader
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

WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).