

THE CHANGELING

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

AUFSTELLUNG

1x The Changeling (40mm)

Equipped with: ► Infernal Flames - focused witchfire, ► Infernal Flames - witchfire, The Trickster's Staff

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Infernal Flames - focused witchfire HAZARDOUS, IGNORES COVER, PSYCHIC, TORRENT	12"	D6+3	N/A	6	-1	D3
► Infernal Flames - witchfire IGNORES COVER, PSYCHIC, TORRENT	12"	D6	N/A	6	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Trickster's Staff PSYCHIC	Melee	3	4+	4	-1	D3

ABILITIES

RULES - Deep Strike, Lone Operative, Stealth, The Shadow of Chaos, Warp Rifts

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.

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



WEAPON RULES

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.

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 model or unit the benefit of cover (e.g. Stealth).

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).

Torrent

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

