

LORD OF CHANGE

320 PTS

M	T	Sv	W	LD	OC
12"	10	6+	18	6+	5

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rod of sorcery PSYCHIC	18"	6	2+	8	-1	2
➤ Bolt of Change - focused witchfire HAZARDOUS PSYCHIC	18"	9	2+	9	-2	3
➤ Bolt of Change - witchfire PSYCHIC	18"	9	2+	9	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Baleful sword EXTRA ATTACKS	Melee	3	3+	7	-2	3
Staff of Tzeentch PSYCHIC	Melee	5	3+	6	-1	3

ABILITIES

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

WEAPON ABILITIES

- 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. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.
- 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).



AUFSTELLUNG
1x Lord of Change
Equipped with: Rod of sorcery, ➤ Bolt of Change - focused witchfire, ➤ Bolt of Change - witchfire, Baleful sword, Staff of Tzeentch
Wargear Options:
■ 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
FACTION KEYWORDS: Legiones Daemonica

FACTION RULES

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 is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 9".

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks.

First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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