

# THE CHANGELING

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

## AUFSTELLUNG

1x The Changeling

**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<br>HAZARDOUS, IGNORES COVER, PSYCHIC, TORRENT | 12"   | D6+3 | N/A | 6 | -1 | D3 |
| ► Infernal Flames - witchfire<br>IGNORES COVER, PSYCHIC, TORRENT                    | 12"   | D6   | N/A | 6 | -1 | 1  |

## ✂ MELEE WEAPONS

| WEAPON                           | RANGE | A | WS | S | AP | D  |
|----------------------------------|-------|---|----|---|----|----|
| The Trickster's Staff<br>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

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### 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.

