

LORD OF CHANGE

M	T	SV	W	LD	OC	
12"	10	6+	18	6+	5	4+

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.

⚔ 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

RULES - Deadly Demise D6, Deep Strike

Daemon Lord of Tzeentch (Aura)

While a friendly Scintillating Legions 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.

Daemonic Illusions (Aura)

While a friendly Thousand Sons Psyker unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

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.

KEYWORDS: Monster, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Summoned, Lord of Change



FACTION: Scintillating Legions 320 PTS

Master of Magicks (Aura)

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.

WEAPON RULES

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).

