CHAOS						THE CHANGELING - The Trickster of Tzeentch 80 Pts										
Chaos D																
1 (				THE STATE OF THE S			6			X	+44		0			
6"		4+	4+	3	3				5	4	4	7+	1	6+	5++/4	
					Uni	t Aptit	udes									
Formless Horror			~ *			•		_	n-vehicle e match the	•				•		
Lesser Locus of Transmogrificat	ion Strength immedia	3 <b>AP - D</b> tely suffe	1 hit. Eac rs a Stren	ch time a gth 2 <b>AP</b>	Blue Ho: - D1 hit.	rror in th Each tin	is model' ne a Brim	s unit is s stone <b>H</b> o	e unit that is Islain in closorror in this Strength 1	se comba s model's	nt, the uni s unit suff	t that infl	icted the	unsaved v	vound	
Mischief and Confusion		end of th	e phase,	each time	~ .			•	ithin 12" of an attack, s							
Oreadful Elusion			•				_		ttack, that u			a <b>B</b> attle-	shock tes	t. If that t	est is	
Mark of Tzeentch	Once per	r turn, the	e first tim	e a saving	g throw is	failed fo	r this unit	, the Dar	nage chara	cteristic	of that att	ack is cha	inged to (	).		
					Unit	Specia	Rules									
ndependent Character / Deep S	Strike / Daemo	on / Fear	/ Psyker	(1)												
					Psycl	nic Do	mains									
Change - PanDæmoniac Tzeent	ch - Tzeentch															
Weapon	ıs		*	*	<b>(</b>		Ø	49			Ø,			Nb	Pts	
nfernal Flames - Witchfire			Tem	plate	1	6	-1	1	Psychic -	Ignores	Cover			1		
nfernal Flames - Focused Witch	nfire		Tem	plate	<b>D</b> 3	6	-1	D3+1	Psychic -	Ignores	Cover - F	Iazardou	S	1		
			Fa	action	Aptitud	les							Ţ	Jnit typ	oe	
Daemonic Instability Shadow of Ch	naos Da	s Daemonic Manifestation			Daemonic Terror			monic rsion						Infantry		