

CHAOS

Chaos Daemons

THE CHANGELING - The Trickster of Tzeentch

80 Pts

1

6"



4+



4+



3



3



5



4



4



7+



1



6+



5++/4++

Unit Aptitudes

Formless Horror

At the start of each Fight phase, The Changeling may choose a single non-Vehicle enemy model in base contact and change any or all of his Weapon characteristic, and/or Toughness, Initiative characteristics to match those of the chosen foe, until the end of the current turn.

Lesser Locus of Transmogrification

Each time a Pink Horror in this model's unit is slain in close combat, the unit that inflicted the unsaved wound immediately suffers a S3/AP-/D1 hit. Each time a Blue Horror in this model's unit is slain in close combat, the unit that inflicted the unsaved wound immediately suffers a S2/AP-/D1 hit. Each time a Brimstone Horror in this model's unit suffers an unsaved wound in close combat, the unit that inflicted the unsaved wound immediately suffers a S1/AP-/D1 hit.

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.

Dreadful Elusion

Each time an enemy unit wishes to select this model as the target of an attack, that unit must first take a Moral test. If that test is failed, in addition to being Battle-shocked, that enemy unit cannot target this model this phase.

Mark of Tzeentch

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Deep Strike / Daemon / Fear / Psyker (1)

Psychic Domains

Change - PanDæmoniac Tzeentch - Tzeentch

Weapons



Nb

Pts

Infernal Flames - Witchfire

Template

1

6

-1

1

Psychic - Ignores Cover

1

Infernal Flames - Focused Witchfire

Template

D3

6

-1

D3+1

Psychic - Ignores Cover - Hazardous

1

Faction Aptitudes

Unit type

Daemonic
Instability

Shadow of Chaos

Daemonic Manifestation

Daemonic
Terror

Daemonic
Incursion

Infantry