



DAEMONS OF CHAOS

KAVALIK - 675 POINTS

Lords Heroes **Core** Special **Rare**

Lords

Lords

GAUNT SUMMONER OF TZEENTCH #1

Gaunt Summoner of Tzeentch - Standard - Infantry - 20x20mm

245 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gaunt Summoner of Tzeentch	4	3	3	4	4	3	3	2	8	
Model Rules	Daemonic • Fly (9) • Impact Hits (1) • Swiftstride • Daemon of Tzeentch									

Lords

LORD OF CHANGE #1

Lord of Change - Standard - Infantry - 20x20mm

430 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lord of Change	8	6	5	6	6	6	6	5	9	
Model Rules	Terror • Barrage of Knowledge • Swiftstride • Fly (8) • Daemon of Tzeentch • Daemonic • Stomp									

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Summon Daemons				
Mf	8+	18"		Instant
Can target units of Pink Horrors, Screammers or Flamers. The target unit immediately gains D6 Wounds worth of models added to the unit.				

Model Rules

Barrage of Knowledge: All enemy units within 8" of a Lord of Change suffer a -1 penalty to their WS and BS. This has no effect on Animated Constructs or Daemons of Tzeentch.

Daemon of Tzeentch: Daemons of Tzeentch treat Daemons of Khorne and Slaanesh as Suspicious Allies, and Daemons of Nurgle as Desperate Allies. All of the rules below also apply to mounts.

They have Hatred (Daemons of Nurgle), and re-roll Ward save results of 1. Wizards that are a Daemon of Tzeentch can also re-roll channelling results of 1.

Daemonic: All models with Daemonic have Fear, Immunity (Poisoned Attacks, Psychology), Magical Attacks (including all weapons) and Ward save (5+) (except mounts). In addition, they are also subject to the following special rule:

Daemonic Instability: When a unit of Daemons loses a combat it must take a special kind of Break test called a Daemonic Instability test, instead of taking a normal Break test. To do this, use the following procedure:

- 1) Calculate combat result as normal and roll 2D6.
- 2) If the dice roll is a double 1 or double 6, something unexpected happens:

Double 1 Reality Blinks: All Wounds suffered by the unit this Close Combat phase, including any Wounds suffered by characters that have joined it, are restored, and any models removed as casualties in this phase immediately return to play in their earlier positions. Wounds restored in this manner still count as having been inflicted for the purposes of combat results.

Double 6 Banished! Remove the unit from play as a casualty.

3) Now (assuming the unit has not been wiped out when resolving a double 6) apply the difference in combat results as a penalty to the Daemons' LD characteristics. For every point by which the 2D6 roll exceeds this modified LD value, the unit suffers one additional Wound, with no saves of any kind allowed.

If characters are present in the unit, the controlling player first allocates Wounds to the unit (up to their current Wounds), then divides remaining Wounds

as equally as possible amongst any characters. Once all Wounds have been allocated, the penalty to the Daemons' LD is discounted. They can, be rerolled if the battle standard is within 12", use the General's Inspiring Presence rule, and/or be tested on unmodified LD if the unit is Stubborn or Steadfast. If a Daemonic unit somehow is Unbreakable, it takes no Daemonic Instability test.

Fly (8): Flying models follow the rules for Skirmishers. However, they cannot use Feigned Flight, and if they have a Unit Strength above 2 and/or a close combat armour save better than 4+, they cannot use Vanguard.

Moving Flyers

Flight is represented by a swoop equal to the number in the brackets instead of using the model's normal M value. Note that any equipment or rules that affect the model's regular M will also affect its Fly move, unless specified. The flyer starts off on the ground, takes off, flies to where it wishes to go, and then lands. Flyers, therefore, begin and end their movement on the ground.

Units made up entirely of models that can fly can move or charge normally on the ground, using their M value, or instead choose to fly. A unit that flies can move over other units and terrain as it does so, treating the entire move as taking place over open ground. It may not finish the move on top of another unit or in impassable terrain. Models that Fly can make a flying charge over intervening units and terrain as long as they can draw Line of Sight to their target as normal. A unit that makes a flying charge does so using its Fly move as its M characteristic, using Swiftstride.

Flying March

A unit that is flying can march as normal, doubling its flying move.

Flee and Pursue

Flyers always move on the ground when attempting to flee or pursue.

Fly (9): Flying models follow the rules for Skirmishers. However, they cannot use Feigned Flight, and if they have a Unit Strength above 2 and/or a close combat armour save better than 4+, they cannot use Vanguard.

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Impact Hits (1): The number of Impact Hits is shown in brackets after the rule. If a creature is granted two sets of Impact Hits, use the highest set, rather than a total, before rolling. If a unit contains more than one model that inflicts a random amount of Impact Hits, always roll separately for each model.

Impact Hits are only made on the turn the model makes a successful charge into close combat, and only against the unit the model has charged. Impact Hits are resolved at the very beginning of the close combat, before challenges are issued and attacks of any other kind are made. They hit a unit in base contact and are randomised as Automatic Hits. If the model is in base contact with more than one unit, randomise the Impact Hits between them as evenly as possible. If the model with Impact Hits is not in base contact with the enemy, no Impact Hits are inflicted.

Impact Hits roll to wound using the S of the model making the Impact Hits. Any armour saves taken are done using the close combat value of the armour, and Parry saves may not be taken. Any Wounds caused by Impact Hits are counted towards combat resolution.

Unless specified, any rules that apply to the model's normal attacks do not apply to its Impact Hits.

Stomp: A model with this rule can make a Stomp in addition to its other close combat attacks (including Breath Weapons). A Stomp has Always Strikes Last, and inflicts D6 (or D3 against lone Infantry models and skirmishers) automatic hits, at the model's Strength, on one enemy Infantry, War Beasts or Swarm unit in base contact with the model and are randomised as Automatic Hits.

Unless specified, any rules that apply to the model's normal attacks do not apply to its Stomps.

Swiftstride: When charging, units entirely made of models with Swiftstride and M 7 or higher roll 3D6, discard the lowest result, and add the result to their M value. When fleeing or pursuing, they roll 3D6, and discard the lowest result.

When charging, units entirely made of models with Swiftstride and M 6 or lower roll 2D6, and add the result to their M value. When fleeing or pursuing, they roll 2D6.

Swiftstride M6 or lower

Charging: M + 2D6

Failed Charge: 2D6

Fleeing/Pursuing: 2D6

Swiftstride M7 or more

Charging: M + 3D6 (discard the lowest)

Failed Charge: 3D6 (discard the lowest)

Fleeing/Pursuing: 3D6 (discard the lowest)

Terror: Models that cause Terror also cause Fear. In addition, the following rules apply. Fear-causing models or models with Immunity (Fear) treat Terror-causing monsters as causing Fear, rather than Terror – this is an exception to the rule that makes Fear-causing creatures immune to Fear. Terror-causing models have Immunity (Fear/Terror).

Run for Your Lives!

If a Terror-causing creature declares a charge, the target unit must immediately take a Panic test. If the test is passed, all is well and the unit can declare charge reactions normally. If the test is failed, the unit must make a Flee! charge reaction. Note that, if the target unit is not allowed to take any charge reaction (if, for example, the Terror-causing unit charged as a result of a pursuit or a random move), then the target does not take this test.

If a unit wishes to declare a charge against an enemy that causes Terror, it must take a Psychology test to overcome its terror first. If the test is failed, it may not declare the charge against the Terror-causing unit, but may choose to declare a charge against another unit following the rules for Redirecting a Charge. If the Psychology test is passed, the unit may declare the charge as normal.

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Gaunt Summoner of Tzeentch #1



Lord of Change #1

