

THE CHANGELING

A master of illusionary disguise, the Changeling hides amongst its quarry, sowing confusion amongst their ranks. Upon throwing aside its fleshly masquerade, the Changeling uses sorcery and its Trickster's Staff to openly blast its foes.



MELEE WEAPONS

The Trickster's Staff

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

The Changeling is a single model armed with the Trickster's Staff.

ABILITIES

Puckish Misdirection: *The Changeling can manipulate the most stalwart of warriors while appearing as a trusted advisor or comrade.*

In the enemy hero phase, you can pick 1 enemy unit within 9" of this model. If you do so, until your next hero phase, subtract 1 from hit rolls for attacks made by that unit and half the Move characteristic of that unit (rounding up).

Arch-deceiver: *None can detect the veil of the Changeling. Assuming the form of comrade and ally, it reveals itself only when its plans have been made a reality.*

At the start of the first battle round, after armies have been set up but before the first turn begins, you can remove this model from the battlefield. If you do so, at the end of your first movement phase, you must set this model up again anywhere within your opponent's territory more than 3" from any enemy units.

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

In addition, while this model is within 9" of an enemy **WIZARD**, it knows any spells on that **WIZARD**'s warscroll that are possible for this model to cast.

KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, THE CHANGELING