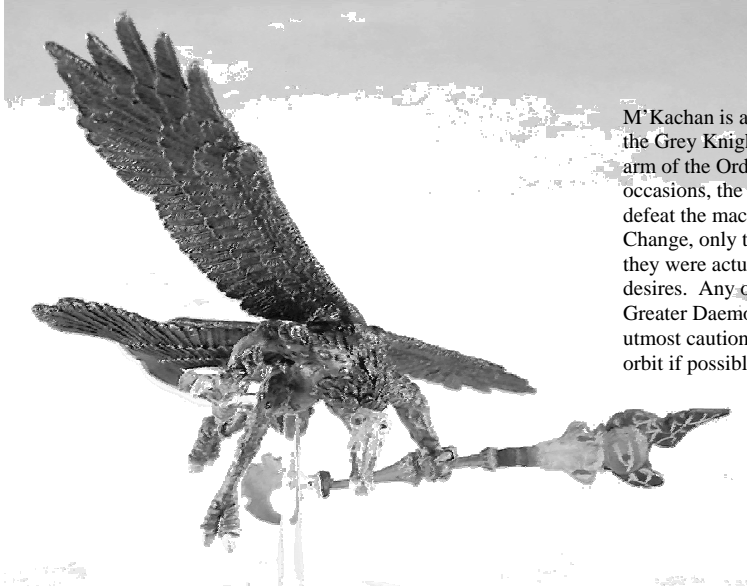


M’Kachan

POINTS: 330

M’Kachan is amongst the most cunning and devious of all Tzeench’s followers, a Lord of Change, one of the incredibly powerful creatures of Chaos, created from pure warp energy by the chaos god Tzeench to do his bidding. In battle M’Kachan disdains physical combat and relies on his formidable psychic powers and mastery of illusion and trickery to defeat his foes to an extent unparalleled by any other Lord of Change. He particularly relishes matching his intellect and cunning against those of a worthy foe, and has even been known to spare such opponents in order to allow himself the pleasure of matching wits against them at some time in the future.



M’Kachan is an especially hated opponent of the Grey Knight Space Marines, the militant arm of the Ordo Malleus. On several occasions, the Inquisition has proceeded to defeat the machinations of the Lord of Change, only to determine afterwards that they were actually fulfilling M’Kachan’s desires. Any opportunity to confront the Greater Daemon must be undertaken with utmost caution and with extreme force, from orbit if possible.

M’KACHAN										
	Points	WS	BS	S	T	W	I	A	Ld	Save
M’Kachan	330	5	5	6	6	3	5	2+D6	10	-/3+ inv
Unit Type:	Monstrous Creature									
Number/squad:	Unique									

Daemonic Gifts: Soul Devourer, Daemonic Gaze, Bolt of Tzeentch, Daemonic Flight, Boon of Mutation, We Are Legion, Master of Sorcery

Special Rules:

Daemon

In Plain Sight: When fighting against M’Kachan, the battle is often over without the enemy ever having known who opposed them. As opposed to deployment via *Daemonic Assault*, M’Kachan disguises himself as any one model in his force. This may be a Pink Horror, a Fleshhound, or any other model (but not vehicle). It must be a model controlled by M’Kachan’s player. Make a notation as to which model it is. At the start of any turn, M’Kachan may decide to enter battle and rolls a D6. On a roll of 1, the daemon is waylaid in the Warp and may try again next turn, on any other result M’Kachan arrives. Remove the false model and replace with M’Kachan. If the disguise model is inside a transport, it disembarks immediately before transforming. If the disguise model is killed before the unveiling takes place, M’Kachan is immediately placed on the table as if the transformation was successful.

Jeweled Staff: Containing the bound essence of a rival Lord of Change, M’Kachan’s jeweled staff acts as a *Deathscreamer* (see *Codex: Chaos Space Marines*).

Fortune of Tzeentch: M’Kachan has a deep connection to the Warp and may influence others usage of it to his own end. Any Psychic Test taken within 48” of M’Kachan fails if the result of the die roll is an even number and causes a “Perils of the Warp” attack.

Déjà vu: In the shooting phase, if M’Kachan hits with a ranged weapon he may choose to use the same weapon again at the same

target. If he hits a second time, he may choose to shoot the same weapon a third time at the same target. Note that these are not “free” shots, and only may be used if shots are available to him as a Monstrous Creature with the *Master of Sorcery* gift.

The Great Schemer: M’Kachan grants his Apocalypse force the *Jammers* and *Careful Planning* strategic assets. While alive, on the battlefield, and not disguised, M’Kachan himself counts as a *Disruptor Beacon*.

Long Road of Fate: M’Kachan can see far into the future, and has his destiny mapped out in front of him. Rest assured that this battle is but a single step on the road that the Lord of Change has paved for himself. If ever reduced to zero wounds, M’Kachan simply vanishes. His present task has been completed, and everything has gone exactly as planned. His enemy only ever gets half Victory Points for the defeat of M’Kachan. This power does not function if any Grey Knights are present in the enemy force at the time of his demise.

Known Enemy: M’Kachan has made his presence known in the material world on multiple occasions, and a prepared enemy may attempt to usurp his plans. Any model or unit containing a model with *Runes of Witnessing* or *The Grimoire of True Names* is immune to the Greater Daemon’s *Fortune of Tzeentch* and *Disruptor Beacon* effects. If two or more players on the same side have models with those items, they may ignore the *Jammers* effect as well (and may talk amongst themselves).