



BURNING CHARIOTS OF TZEENTCH

Drawn through the skies by a pair of Screamers, a Burning Chariot rides upon a wave of multicoloured flames that scorches all in its wake, while the Exalted Flamer that writhes and twists upon its back breathes out sheets of unnatural, billowing fire.



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------|-------|---------|--------|----------|------|--------|
| Billowing Warpflame | 18" | 6 | 4+ | 3+ | -1 | D3 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Flaming Maw | 2" | 4 | 5+ | 3+ | - | 1 |
| Blue Horrors' Jabs | 1" | 3 | 5+ | 5+ | - | 1 |
| Lamprey Bite | 1" | 6 | 4+ | 3+ | - | 1 |

DESCRIPTION

A unit of Burning Chariots of Tzeentch has any number of models, each armed with Billowing Warpflame, Flaming Maws and Blue Horror's Jabs.

MOUNT: This unit's Screamers of Tzeentch attack with their Lamprey Bites.

FLY: This unit can fly.

ABILITIES

Capricious Warpflame: *These unnatural fires continue to burn long after they meet their target, clawing at the nearest foe as a Fury would its prey.*

Add 1 to hit rolls for attacks made by this unit if the target unit has 10 or more models. Add 2 to hit rolls instead of 1 if the target unit has 20 or more models.

Sky-sharks: *Screamers that manage to sink their teeth into a larger creature will not let go easily, eventually tearing off huge chunks of bloodied flesh.*

If the target is an enemy **MONSTER**, change the Damage characteristic of this unit's Lamprey Bite to D3.

KEYWORDS

CHAOS, DAEMON, FLAMER, EXALTED FLAMERS, HORROR, TZEENTCH, BURNING CHARIOTS

Touched by Fire: *When forced to meet an enemy in hand-to-hand combat, Flamers rely on their blazing forms to repel their foe.*

Roll a dice each time you allocate a wound or mortal wound to this unit that was inflicted by a melee weapon. On a 5+, the attacking unit suffers 1 mortal wound.

Wake of Fire: *Enemies unfortunate enough to be passed by a Burning Chariot are flooded with waves of unnatural fire.*

After this unit has made a normal move, you can pick 1 enemy unit that has any models passed across by any models from this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

