

DAEMONIC SIMULACRUM

The twin-headed monstrosity known as the Daemonic Simulacrum is not a true daemon but a living mirage, a manifestation of the duplicity and cunning of the Lords of Change that guide their Arcanite puppets to war. Though ephemeral, when these illusory creatures bite, they can tear away the minds of the foe to leave them drooling imbeciles.

DESCRIPTION

A Daemonic Simulacrum is a single model.

PREDATORY: A Daemonic Simulacrum is a predatory endless spell. It can move up to 9" and can fly.

MAGIC

Summon Daemonic Simulacrum: *The wizard draws upon its understanding of Changelore to create a temporary portal for this mirage to enter the fray.*

Summon Daemonic Simulacrum has a casting value of 7. Only **TZEENTCH WIZARDS** can attempt to cast this spell. If successfully cast, set up 1 Daemonic Simulacrum model wholly within 12" of the caster.

ABILITIES

Twisting Mirage: *This Tzeentchian manifestation writhes across the battlefield as soon as it materialises.*

When this model is set up, the player who set it up can immediately make a move with it.

Snapping Jaws: *The Simulacrum feeds upon the minds of any beings in its path and is especially drawn to sources of the arcane.*

After this model has moved, roll 9 dice for the closest other unit within 6". If more than 1 other unit is equally close, the player that moved this model can choose which unit to roll the 9 dice for. For each 5+, that unit suffers 1 mortal wound. If that unit is a **WIZARD**, that unit suffers 1 mortal wound for each 4+ instead.