



## EXALTED FLAMERS OF TZEENTCH

An Exalted Flamer can project goutts of multicoloured flame, turning entire enemy units into piles of blackened bones. The shifting warpflames seem to have a mind of their own, forming hideous faces and ominous sigils with their tongues of 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

### DESCRIPTION

A unit of Exalted Flamers of Tzeentch has any number of models, each armed with Billowing Warpflame and Flaming Maws.

**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.

**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.