



FLAMERS OF TZEENTCH



Bounding in a disturbing fashion, Flamers of Tzeentch spring towards the foe spouting the warpfires of Chaos. Yet the Changer of the Ways is fickle, and fires that have burnt out may once more leap to life, guiding even more flames to the target.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpflame	18"	3	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flaming Maw	1"	2	5+	3+	-	1

DESCRIPTION

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

PYROCASTER: 1 model in this unit can be a Pyrocaster. Add 1 to the Attacks characteristic of that model's missile weapon.

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.

Guided by Billowing Flames: *If their Exalted kin are nearby, Flamers can follow their blazing trails to increase the intensity of their fires.*

Add 1 to hit rolls for attacks made with this unit's Warpflame while it is wholly within 9" of any friendly **EXALTED FLAMERS**.

KEYWORDS

CHAOS, DAEMON, FLAMER, TZEENTCH, FLAMERS OF TZEENTCH