

FLUXMASTER

HERALD OF TZEENTCH ON DISC

There is nowhere on the battlefield safe from a Herald riding a Disc of Tzeentch. Bolting through the air, the Fluxmaster conjures blue flames to hurl at the foe before darting in to deliver a swift blow from a mutative Staff of Change.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	3	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Fluxmaster, Herald of Tzeentch on Disc, is a single model armed with Magical Flames and one of the following weapon options: Staff of Change and Arcane Tome; or Ritual Dagger and Arcane Tome.

MOUNT: This model's Disc of Tzeentch attacks with its Teeth and Horns.

FLY: This model can fly.

ABILITIES

Arcane Tome: *This arcane tome holds scriptures of ancient incantation that allows a brief mastery of the herald's chosen spell lores.*

Once per battle, when this model attempts to cast or unbind a spell, you can roll 3D6, remove 1 dice of your choice, and then use the remaining 2D6 to determine the casting or unbinding roll.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Blue Fire of Tzeentch spells.

KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, FLUXMASTER

Blue Fire of Tzeentch: *A tide of iridescent mutating flame surges forth from the Fluxmaster as it cackles from its swooping Disc.*

Blue Fire of Tzeentch has a casting value of 5. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them, and roll 9 dice. For each 6, that unit suffers 1 mortal wound.

