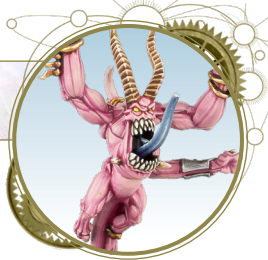




HORRORS OF TZEENTCH



Gibbering with lunatic energy, the luminescent Pink Horrors whirl and flail, generating raw magic that can manifest as blasts of unnatural fire that scour the enemy. Should they be slain, Horrors split in twain to form two lesser incarnations.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	12"	☀	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Taloned Hands	1"	☀	5+	4+	-	1

HORROR TABLE		
Horror Colour	Magical Flames	Taloned Hands
Pink	3	1
Blue	2	1
Brimstone	1	2

DESCRIPTION

A unit of Horrors of Tzeentch has any number of models, each armed with Magical Flames and Taloned Hands.

PINK HORRORS: Any number of models in this unit can be Pink Horrors.

BLUE HORRORS: Any number of models in this unit can be Blue Horrors.

BRIMSTONE HORRORS: Any number of models in this unit can be Brimstone Horrors.

IRIDESCENT HORROR: 1 Pink Horror model in this unit can be an Iridescent Horror. Add 1 to the Attacks characteristic of that model's melee weapon.

ICON BEARER: 1 in every 10 Pink Horror models in this unit can be a Pink Horror Icon Bearer. If the unmodified roll for a battleshock test for this unit while it includes any Pink Horror Icon Bearers is 1, you can return D6 slain **HORRORS OF TZEENTCH** models to this unit, and no models from this unit will flee in that battleshock phase. Set up the **HORRORS OF TZEENTCH** models one at a time within 1" of a model from this unit that has not been returned in that phase. The models can only be set up within 3" of an enemy unit if this unit was within 3" of that enemy unit before any models were returned.

HORNBLOWER: 1 in every 10 Pink Horror models in this unit can be a Pink Horror Hornblower. If the unmodified roll for a battleshock test for an enemy unit that is within 6" of this unit while this unit includes any Pink Horror Hornblowers is 1, that battleshock test must be re-rolled.

ABILITIES

Ectoplasmic Elasticity: *The physicality of a Pink Horror can withstand enemy attacks, allowing it to reform its shape instantly.*

Roll a dice each time you allocate a wound or mortal wound to a Pink Horror from this unit. On a 6, that wound or mortal wound is negated.

Flickering Flames: *Combining their magical might, Horrors consume their enemies in maelstroms of arcane fire.*

Add 1 to hit rolls for attacks made with this unit's Magical Flames while this unit has 20 or more models.

Split and Split Again: *Should a Horror meet its end at the hands of the enemy, it is capable of splitting itself into lesser daemons and renewing its assault twice over.*

When you allocate wounds or mortal wounds to this unit, you must allocate them to a Pink Horror model if it is possible to do so.

Each time an Iridescent Horror or Pink Horror model from a friendly unit with this ability is slain, you can add 2 Blue Horror models to that unit after removing the slain model. Each time a Blue Horror model from a friendly unit with this ability is slain, you can add 1 Brimstone Horrors model to that unit after removing the slain model.

Set up the additional models one at a time within 1" of the position that the slain model had occupied. The additional models can only be set up within 3" of an enemy unit if the position that the slain model had occupied or any other models from the slain model's unit are within 3" of that enemy unit. If you cannot set up the additional models in this way, they are removed from play (they do not count as being slain).

Locus of Conjunction: *Tzeentch bolsters his Horrors by channelling eldritch energies through nearby champions.*

Add 1 to casting rolls for this unit while it is wholly within 12" of any friendly **TZEENTCH DAEMON HEROES**.

Petty Vengeance: *Some Horrors take petty vengeance on those who harm them by exploding in a blast of flame.*

If a Pink Horror model from this unit is slain and you do not use its Split and Split Again ability to add any models to this unit, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 5+, that enemy unit suffers 1 mortal wound.

MAGIC

This unit is a **WIZARD** while it has 9 or more Pink Horrors. 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 Channelled Pink Fire spell. It cannot attempt to cast any spells other than Channelled Pink Fire, but any number of **HORRORS OF TZEENTCH** units that have 9 or more Pink Horrors can attempt to cast Channelled Pink Fire in the same hero phase.

Channelled Pink Fire: *As the Horrors chant verses in the Dark Tongue in unison, their pink forms illuminate, charging their magical essence.*

Channelled Pink Fire has a casting value of 6. If successfully cast, pick 1 friendly **HORRORS OF TZEENTCH** unit wholly within 6" of the caster and visible to them. Add 1 to hit rolls for attacks made by that unit until the start of your next hero phase. A unit cannot benefit from this spell more than once per phase.

