

# KAIRIC ACOLYTES

Kairic Acolytes are the chosen human cultists of Tzeentch. Harnessing their collective magical might, the Chanters of Change unleash it in the form of searing bolts. Enemies that do not fall before this arcane fusillade must face their curved blades.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerous Bolt	18"	1	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Glaive	1"	1	4+	3+	-1	2
Cursed Blade(s)	1"	1	4+	3+	-	1

## DESCRIPTION

A unit of Kairic Acolytes has any number of models. The unit is armed with Sorcerous Bolts and one of the following weapon options: Cursed Blade and Arcanite Shield; or a pair of Cursed Blades.

3 in every 10 models in this unit can replace their weapon option with a Cursed Glaive.

**KAIRIC ADEPT:** 1 model in this unit can be a Kairic Adept. Add 1 to the Attacks characteristic of that model's melee weapons.

**SCROLL OF DARK ARTS:** 1 in every 10 models in this unit can carry a Scroll of Dark Arts. A unit that includes any Scrolls of Dark Arts can add 1 to casting and unbinding rolls.

**VULCHARC:** 1 in every 10 models in this unit can be accompanied by a Vulcharc. If an enemy **WIZARD** successfully casts a spell within 18" of a friendly unit that includes any Vulcharcs, roll a dice. On a 4+, that **WIZARD** suffers 1 mortal wound after the effects of that spell have been resolved.

## KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITE, KAIRIC ACOLYTES

## ABILITIES

**Arcanite Shields:** *This lavishly wrought shield can protect against both physical and magical attacks.*

Roll a dice each time you allocate a wound or mortal wound to a unit that has any models armed with Arcanite Shields. On a 6, that wound or mortal wound is negated. When you allocate wounds or mortal wounds to this unit, you must allocate them to a model armed with an Arcanite Shield if it is possible to do so.

**Paired Cursed Blades:** *Those who wield twin cursed blades can strong-arm enemy weapons aside for a cleaner strike.*

You can re-roll hit rolls for attacks made with a pair of Cursed Blades.

## MAGIC

This unit is a **WIZARD** while it has 9 or more models. 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 Gestalt Sorcery spell. It cannot attempt to cast any spells other than Gestalt Sorcery, but any number of **KAIRIC ACOLYTES** units can attempt to cast Gestalt Sorcery in the same hero phase.

**Gestalt Sorcery:** *Through combined worship, a cult of Acolytes can swell their arcane power to new levels of ferocity.*

Gestalt Sorcery has a casting value of 6. If successfully cast, pick 1 friendly **KAIRIC ACOLYTES** unit wholly within 9" of the caster. Until your next hero phase, improve the Rend characteristic of that unit's Sorcerous Bolt attack by 1. A unit cannot benefit from this spell more than once per turn.

