

# SCREAMERS OF TZEENTCH

Speeding blurs that leave shimmering trails of change-magic in the air, Screamers streak across the skies with a wailing cry. They slash any foes they pass with razor-sharp horns and fins before darting down to savage their chosen quarry.



## MELEE WEAPONS

Lamprey Bite

## Range

1"

## Attacks

3

## To Hit

4+

## To Wound

3+

## Rend

-

## Damage

1

## DESCRIPTION

A unit of Screamers of Tzeentch has any number of models, each attacking with a Lamprey Bite.

**FLY:** This unit can fly.

## ABILITIES

**Sky-sharks:** *Screamers that manage to sink their teeth into a larger creature will not let go easily, eventually tearing off huge chunks of bloodied flesh.*

If the target is an enemy **MONSTER**, change the Damage characteristic of this unit's Lamprey Bite to D3.

**Slashing Fins:** *The pack mentality of Screamers makes them an especially effective unit on the battlefield. They swoop in formation and slash at their foes, performing fly-by attacks and effortless manoeuvres.*

After this unit has made a normal move, pick 1 enemy unit and roll 1 dice for each model in this unit that passed across any models from that unit. For each 5+, that unit suffers 1 mortal wound. If that enemy unit is a **WIZARD**, for each 5+, inflict D3 mortal wounds instead of 1.

## KEYWORDS

CHAOS, DAEMON, TZEENTCH, SCREAMERS