

TZAANGORS

Tzaangors are savage, avian beastmen dedicated to Tzeentch and gifted with his dark blessings. Eager to impress their duplicitous god, the Tzaangors fight with lunatic energies, hoping to earn further gifts of change.



MELEE WEAPONS

Savage Greatblade

Savage Blade(s)

Vicious Beak

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

4+

-1

2

1"

2

4+

4+

-

1

1"

1

4+

5+

-

1

DESCRIPTION

A unit of Tzaangors has any number of models. The unit is armed with a Vicious Beak and one of the following weapon options: Savage Blade and Arcanite Shield; or a pair of Savage Blades. 2 in every 5 models can replace their weapon option with a Savage Greatblade.

TWISTBRAY: 1 model in this unit can be a Twistbray. Add 1 to hit rolls for attacks made with that model's melee weapons.

TZAANGOR MUTANT: 1 in every 5 models in this unit can be a Tzaangor Mutant armed with a pair of Savage Blades and a Vicious Beak. Add 1 to the Attacks characteristic of that model's pair of Savage Blades.

ICON BEARER: 1 in every 10 models in this unit can be an Icon Bearer. A unit that includes any Icon Bearers can use the Ornate Totems ability.

BRAYHORN: 1 in every 10 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still charge later in the same turn.

ABILITIES

Destined Mayhem: *Nearby leaders and champions of the Arcanites inspire Tzaangors to deliver killing blows to the enemy.*

Add 1 to wound rolls for attacks made with melee weapons by this unit while this unit is wholly within 12" of any friendly **ARCANITE HEROES**.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, TZEENTCH, ARCANITE, TZAANGORS

Arcanite Shield: *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 Savage Blades: *Tzaangors armed with two savage blades have a better chance of landing a blow on the enemy.*

Add 1 to hit rolls for attacks made with a pair of Savage Blades.

Savagery Unleashed: *Favoured by their god, these warriors unleash a flurry of attacks upon their foes.*

Add 1 to the Attacks characteristic of this unit's melee weapons while it has 9 or more models.

Ornate Totems: *The icons carried by the Tzaangors can steal magical power from nearby wizards and use it to blast the enemy.*

While this unit has 1 or more Icon Bearers, at the start of your hero phase, you can pick 1 enemy unit within 18" of this unit that is visible to it. Roll 1 dice for each **WIZARD** that is within 9" of this unit. For each 4+, that unit suffers 1 mortal wound.

