

BLUE HORRORS OF TZEENTCH

Casting vindictive glares at their enemies and blasting them with mystical fire, Blue Horrors are as resentful and bitter as their pink cousins are gleeful and capricious. Muttering glumly, Blue Horrors cast azure flames from their fingertips, stomping and protesting as they do so. Should a Blue Horror be slain, it groans and flashes into glaring flames as a pair of Brimstone Horrors replaces it.



MISSILE WEAPONS

Magical Flames

MELEE WEAPONS

Taloned Hands

Range	Attacks	To Hit	To Wound	Rend	Damage
14"	1	4+	4+	-	1
Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	5+	-	1

DESCRIPTION

A unit of Blue Horrors of Tzeentch has 10 or more models. They hurl Magical Flames at their enemies or slash at them with their Taloned Hands.

ABILITIES

Split: If a friendly unit of Pink Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and create Blue Horrors at the end of that phase (after all other units have performed their actions and made their attacks). Two Blue Horrors are created for each slain Pink Horror – if there is already a friendly Blue Horror unit within 6" of the Pink Horrors, add the Blue Horrors to that unit, otherwise set them up as a new unit within 6" of the unit of Pink Horrors.

If a rule causes a whole unit of Pink Horrors to be removed at once (excluding battleshock), you

can immediately create a unit of Blue Horrors, just before removing the last model from the Pink Horrors unit. The unit of Blue Horrors has two models for each model in the unit of Pink Horrors at the point at which it is removed, and must be set up with all models within 6" of the last model from the Pink Horrors unit.

KEY WORDS

CHAOS, DAEMON, TZEENTCH, BLUE HORRORS