

BRIMSTONE HORRORS OF TZEENTCH

When a Blue Horror is wounded it vanishes in a cloud of smoke and blue flame, replaced with a pair of Brimstone Horrors. Savage little sprites formed from living fire, these diminutive daemons leap and crackle as they worry at their enemies' shins and set fire to their battle-garb, eager to wreak as much flaming damage as their mite-sized forms allow.



MISSILE WEAPONS

Magical Flames

Range	Attacks	To Hit	To Wound	Rend	Damage
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12"	2	5+	5+	-	1
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MELEE WEAPONS

Taloned Hands

Range	Attacks	To Hit	To Wound	Rend	Damage
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1"	2	5+	6+	-	1
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DESCRIPTION

A unit of Brimstone Horrors of Tzeentch has 10 or more models – each model consists of a pair of Brimstone Horrors. They hurl Magical Flames at their enemies or grab at them with their Taloned Hands.

ABILITIES

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

If a rule causes a whole unit of Blue Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Brimstone Horrors, just before removing the last model from the Blue Horrors unit. The unit of Brimstone Horrors has one model for each model in the unit of Blue 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 Blue Horrors unit.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, BRIMSTONE HORRORS