

BURNING CHARIOTS OF TZEENTCH

Pulled through the skies by a pair of Screamers, a Burning Chariot of Tzeentch rides upon a wave of multicoloured flames that scorch all in their wake. The Exalted Flamer that writhes and twists upon the back of the chariot vomits sheets of billowing fire – an unnatural conflagration that even when put out will rage up once more, burning foes again and again.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Billowing Warpflame	18"	6	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flaming Maw	2"	4	5+	3+	-	1
Blue Horrors' Jabs	1"	3	5+	5+	-	1
Screamers' Lamprey Bites	1"	6	4+	3+	-	1

DESCRIPTION

A unit of Burning Chariots of Tzeentch can have any number of models. An Exalted Flamer stands atop each, spouting Billowing Warpflame as it careens past the enemy, or stopping to savage them with its Flaming Maw. Each Flamer is attended to by a trio of grumpy Blue Horrors, who jab at foes who are close enough. Each chariot is pulled by a pair of Screamers of Tzeentch that attack with their Lamprey Bites.

FLY

A Burning Chariot of Tzeentch can fly.

ABILITIES

Capricious Warpflame: Roll a dice at the end of the shooting phase for each unit that suffered wounds from this model's Billowing Warpflame. On a 4 or more, that unit suffers an additional D3 mortal wounds as the mutating flames refuse to die. On a 1, Tzeentch's fickle nature reveals itself and one model in that unit heals D3 wounds instead.

Sky-sharks: Screamers that manage to latch their teeth into a larger creature will not let go easily, eventually tearing out huge chunks of bloodied flesh. The Screamers' Lamprey Bites attack inflicts D3 Damage if the target is a **MONSTER**.

Wake of Fire: After a Burning Chariot moves in the movement phase, you can pick an enemy unit that it moved across. Roll a dice; on a roll of 4 or more, the unit suffers D3 mortal wounds.

MAGIC

CHAOS WIZARDS know the Summon Burning Chariot spell, in addition to any others they know.

SUMMON BURNING CHARIOT

Summon Burning Chariot has a casting value of 8. If successfully cast, you can set up a Burning Chariot of Tzeentch within 18" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, FLAMER, HORROR, TZEENTCH, BURNING CHARIOTS