

EXALTED FLAMERS OF TZEENTCH

An Exalted Flamer of Tzeentch can project goutts of multicoloured flame, turning entire enemy units into piles of blackened bones. The shifting warpflames seem to have a mind of their own, forming hideous faces and ominous sigils with their crackling tongues of fire. Should any foes get through the raging inferno, the Exalted Flamer will savage them with its flame-wreathed maw.



MISSILE WEAPONS

Billowing Warpflame

MELEE WEAPONS

Flaming Maw

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	6	4+	3+	-	D3
Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	5+	3+	-	1

DESCRIPTION

A unit of Exalted Flamers of Tzeentch can have any number of models. An Exalted Flamer spouts Billowing Warpflame as it floats past the enemy, or leaps to savage them with its Flaming Maw.

FLY

Exalted Flamers propel themselves across the battlefield in great leaps and bounds. Exalted Flamers 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.

MAGIC

CHAOS WIZARDS know the Summon Exalted Flamer spell, in addition to any others they know.

SUMMON EXALTED FLAMER

Summon Exalted Flamer has a casting value of 6. If successfully cast, you can set up an Exalted Flamer 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. If the casting roll was 11 or more, you can set up a unit of up to 3 Exalted Flamers instead.

KEYWORDS

CHAOS, DAEMON, FLAMER, TZEENTCH, EXALTED FLAMERS