

FLAMERS OF TZEENTCH

Bounding in a disturbing fashion, Flamers of Tzeentch spring towards the foe spouting wyrdflame, the warpfires of Chaos itself. The supernatural flames writhe and leer, but most of all they burn, scorching the foe's flesh, bones and soul. Yet the Changer of the Ways is fickle, and fires that have burnt out may leap to life again, or even heal the afflicted.



MISSILE WEAPONS

Warpflame

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	3	4+	3+	-	D3

MELEE WEAPONS

Flaming Maw

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	5+	3+	-	1

DESCRIPTION

A unit of Flamers of Tzeentch has 3 or more models. They spout searing goutts of Warpflame from their many mouths and gnash at their foes with Flaming Maws.

FLY

Flamers of Tzeentch propel themselves forwards in great leaps and bounds. Flamers can fly.

PYROCASTER

The leader of this unit is the Pyrocaster. A Pyrocaster makes 4 attacks with its Warpflame instead of 3.

ABILITIES

Capricious Warpflame: Roll a dice at the end of the shooting phase for each unit that suffered wounds from a Flamer's 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.

Locus of Transmogrification: Roll a dice each time a model in this unit is slain within 9" of a **TZEENTCH DAEMON HERO** from your army; on a 6, add two Flamer models to this unit.

MAGIC

CHAOS WIZARDS know the Summon Flamers of Tzeentch spell, in addition to any others they know.

SUMMON FLAMERS OF TZEENTCH

Summon Flamers of Tzeentch has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Flamers of Tzeentch within 18" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Flamers of Tzeentch instead.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, FLAMERS