

# HERALD OF TZEENTCH

## ON BURNING CHARIOT

Trailing flames and maniacal laughter, a Herald of Tzeentch streaks across the skies bringing with it fiery doom. While the Herald conjures firestorms to engulf the foe, the living chariot it rides seeks to sear all those in its path. Any who manage to close upon the speeding chariot must face the gnashing fangs of the Screamers bound to it, and strikes from the Herald's mutagenic staff of change.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Screamers' Lamprey Bites	1"	6	4+	3+	-	1

### DESCRIPTION

A Herald of Tzeentch on Burning Chariot is a single model. The Screamers pulling the chariot attack with their vicious Lamprey Bites, while the Herald of Tzeentch strikes out with a Staff of Change or Ritual Dagger, and reads aloud from an Arcane Tome.

### FLY

A Herald of Tzeentch on Burning Chariot can fly.

### ABILITIES

**Arcane Tome:** Once per battle, the Herald can read from its Arcane Tome before attempting to cast a spell. You can roll three dice instead of two for that casting attempt.

**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 of Tzeentch 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

A Herald of Tzeentch on Burning Chariot is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Tzeentch's Firestorm spells.

### TZEENTCH'S FIRESTORM

Searing balls of scarlet flame begin to whip around the caster before spiralling outwards to engulf nearby enemies. Tzeentch's Firestorm has a casting value of 9. If successfully cast, roll a dice for each enemy unit within 9". If the result is 4 or more, that unit suffers D3 mortal wounds.

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

### SUMMON BURNING HERALD

Summon Burning Herald has a casting value of 7. If successfully cast, you can set up a Herald of Tzeentch on Burning Chariot 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.

### KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, HERALD ON BURNING CHARIOT