

HERALD OF TZEENTCH ON DISC



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	2	4+	4+	-	1
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
Disc of Tzeentch's Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Herald of Tzeentch on Disc is a single model. The Herald wields a Staff of Change or a Ritual Dagger, and carries an Arcane Tome. The Herald can also hurl Magical Flames at his foes, and its Disc can attack with its piercing Teeth and Horns.

FLY

A Herald of Tzeentch on Disc can fly.

ABILITIES

Arcane Tome: Once per game, 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.

MAGIC

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

BLUE FIRE OF TZEENTCH

Blue Fire of Tzeentch has a casting value of 4. If successfully cast, a tide of iridescent mutating flame gouts forth. Pick an enemy unit within 18" that is visible to the caster. Roll 9 dice while your opponent rolls one dice. The target unit suffers a mortal wound each time one of your dice matches the score rolled by your opponent.

CHAOS WIZARDS know the Summon Herald on Disc spell, in addition to any others they know.

SUMMON HERALD ON DISC

Summon Herald on Disc has a casting value of 5. If successfully cast, you can set up a Herald of Tzeentch on Disc 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 DISC