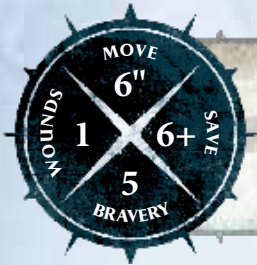


# KAIRIC ACOLYTES

The Chanters of Change, the Kairic Acolytes are the chosen human cultists of Tzeentch. They are able to harness their collective magical might, unleashing it in the form of searing bolts. Covert in nature, many Acolytes only reveal themselves when the time to strike has come. Those enemies that do not fall before the fusillade of arcane bolts must then face the curved blades of the Acolytes.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerous Bolt	12"	1	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Blade	1"	1	4+	4+	-	1
Cursed Glaive	1"	1	4+	4+	-1	1

## DESCRIPTION

A unit of Kairic Acolytes has 10 or more models. Each unit fights with a variety of weapons; some of the Acolytes are armed with a single Cursed Blade while others carry Paired Cursed Blades. Some instead carry a Cursed Blade and an Arcanite Shield. Three in every ten models in the unit can be armed with double-handed Cursed Glaives. All Kairic Acolytes can hurl Sorcerous Bolts.

## KAIRIC ADEPT

The leader of this unit is a Kairic Adept. A Kairic Adept makes 2 attacks rather than 1 with his Sorcerous Bolt.

## ABILITIES

**Arcanite Shield:** Roll a dice before allocating a wound or mortal wound to a model that has an Arcanite Shield. On a roll of 6, the shield deflects the damage and the wound is ignored.

**Gestalt Sorcery:** You can add 1 to the hit rolls of this unit's Sorcerous Bolts if it is within 9" of at least one friendly **TZEENTCH WIZARD**.

**Paired Cursed Blades:** You can add 1 to any hit rolls made for models attacking with Paired Cursed Blades.

**Scroll of Dark Arts:** One in ten models in the unit may carry a Scroll of Dark Arts. If at least one model in the unit is equipped with a Scroll of Dark Arts, you can increase the range of the unit's Sorcerous Bolts to 18".

**Vulcharc:** One in ten models in the unit may be accompanied by a Vulcharc. If at least one model in the unit is equipped with a Vulcharc, roll a dice each time an enemy **WIZARD** within 18" of the unit successfully casts a spell. On a roll of 5 or more, the wizard suffers one mortal wound as soon as the spell's effects have been resolved.

## KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITE, KAIRIC ACOLYTES