

PINK HORRORS OF TZEENTCH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grasping Hands	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Pink Horrors of Tzeentch has 10 or more models. They hurl Magical Flames at their enemies, and strangle them with their Grasping Hands.

IRIDESCENT HORROR

The leader of this unit is the Iridescent Horror. An Iridescent Horror makes 2 attacks rather than 1 with its Grasping Hands.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when making a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Pink Horrors to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Flickering Flames: You can add 1 to hit rolls made for a Pink Horror's Magical Flames attack if its unit contains 20 or more models.

Locus of Conjunction: You can add 1 to any casting rolls made for this unit if it is within 9" of any **DAEMON HEROES** of **TZEENTCH** from your army.

MAGIC

A unit of Pink Horrors can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. Pink Horrors know the Arcane Bolt and Mystic Shield spells.

CHAOS WIZARDS know the Summon Pink Horrors spell, in addition to any others they know.

SUMMON PINK HORRORS

Summon Pink Horrors has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Pink Horrors 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 20 Pink Horrors instead.

KEYWORDS
CHAOS, DAEMON, TZEENTCH, WIZARD, PINK HORRORS