



TZAANGOR ENLIGHTENED



Tzaangor Enlightened wield ornate spears of a quality beyond the weaponry of their lesser kin. Able to perceive the strands of the past, the Enlightened reveal the hidden secrets, discovering their weaknesses before moving in to strike.

MELEE WEAPONS

Tzeentchian Spear
Vicious Beak
Teeth and Horns

Range

2"

1"

1"

Attacks

3

1

D3

To Hit

4+

4+

4+

To Wound

3+

5+

3+

Rend

-1

-

-1

Damage

2

1

D3

DESCRIPTION

A unit of Tzaangor Enlightened has any number of models, each armed with a Tzeentchian Spear and Vicious Beak.

MOUNT: This unit can be mounted on Discs of Tzeentch. If it is, the unit has the **DAEMON** keyword, a Wounds characteristic of 4 instead of 3, a Move characteristic of 16" instead of 6", and can fly. Discs of Tzeentch attack with their Teeth and Horns.

AVIARCH: The leader of this unit is an Aviarch. Add 1 to the Attacks characteristic of an Aviarch's Tzeentchian Spear.

ABILITIES

Babbling Stream of Secrets: *The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.*

If an enemy unit fails a battleshock test within 9" of any friendly **TZAANGOR ENLIGHTENED** units, add 1 to the number of models that flee.

Guided by the Past: *These warriors see at once every moment that led to the present, and use this knowledge to deadly effect.*

In the combat phase, you can re-roll failed hit and wound rolls for attacks made by this unit if one or more enemy units within 3" of this unit have already fought in that phase.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, TZEENTCH, ARCANITE, TZAANGOR ENLIGHTENED