



TZAANGOR SKYFIRES



Tzaangor Skyfires soar across the battlefield raining death upon the foe. Able to catch glimpses of the future, the Skyfires send their Arrows of Fate on baffling trajectories, striking their targets' most vulnerable weak spots with confounding accuracy.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arrow of Fate	24"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow Stave	1"	2	5+	5+	-	1
Vicious Beak	1"	1	4+	5+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A unit of Tzaangor Skyfires has any number of models, each armed with an Arrow of Fate, Vicious Beak and Bow Stave.

FLY: Tzaangor Skyfires can fly.

MOUNT: This unit's Discs of Tzeentch attack with their Teeth and Horns.

AVIARCH: The leader of this unit is an Aviarch. Add 1 to hit rolls for attacks made with an Aviarch's Arrow of Fate.

ABILITIES

Guided by the Future: *These warriors' attacks are directed by glimpses of the future.*

In the combat phase, you can re-roll failed hit and wound rolls for attacks made by this unit if no enemy units within 3" of this unit have already fought in that phase.

Judgement from Afar: *To be struck by an Arrow of Fate is to be judged by destiny itself.*

An unmodified hit roll of 6 for an attack made with an Arrow of Fate inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, DAEMON, TZEENTCH, ARCANITE, TZAANGOR SKYFIRES