

TZAANGOR SKYFIRES

Atop weird Discs of Tzeentch the Tzaangor Skyfires soar across the battlefield into positions where they can rain death upon the foe. Able to catch glimpses of the future, the Skyfires send their Arrows of Fate on what appear to be baffling trajectories to an observer, but the missiles instead strike their targets' most vulnerable weak spots with confounding accuracy.



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

DESCRIPTION

A unit of Tzaangor Skyfires has 3 or more models. Each Tzaangor Skyfire prefers to loose Arrows of Fate with their Greatbows from afar, but will readily savage their foes with their Vicious Beaks and club them with their Great Bows. They ride scintillating Discs of Tzeentch, the better to sight their prey; the daemonic steeds attack with piercing Teeth and Horns.

AVIARCH

The leader of this unit is an Aviarch. An Aviarch has a To Hit characteristic of 3+ instead of 4+ when firing its Greatbow's Arrow of Fate.

FLY

Tzaangor Skyfires can fly.

ABILITIES

Guided by the Future: In the combat phase, you can re-roll all failed hit and wound rolls for a unit of Tzaangor Skyfires if no enemy units within 3" of them have attacked yet in that phase.

Judgement from Afar: To be struck by an Arrow of Fate is to be judged by destiny itself. Those found wanting are all but doomed. If the hit roll for a Greatbow's Arrow of Fate is a 6 or more, the attack

sequence ends and the target immediately suffers D3 mortal wounds.

Preternatural Enhancement: If this unit is within 9" of a friendly Tzaangor Shaman at the start of the shooting phase, add 1 to any hit rolls made for their Greatbow's Arrow of Fate attacks.

KEYWORDS

CHAOS, GOR, DAEMON, TZEENTCH, ARCANITE, TZAANGOR SKYFIRES