

## WARSCROLL

# TZAANGORS

Tzaangors are savage, avian beastmen dedicated to Tzeentch and gifted with his dark blessings. Shrieking and emitting shrill war calls, the Tzaangors fall upon the foe in a flurried rush of blades and vicious stabs from horns or beaks. Eager to impress their duplicitous god, the Tzaangors fight with lunatic energies, hoping to earn further gifts of change.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Blade	1"	2	4+	4+	-	1
Savage Greatblade	1"	1	4+	4+	-1	2
Vicious Beak	1"	1	4+	5+	-	1

### DESCRIPTION

A unit of Tzaangors has 5 or more models. Each unit fights with a variety of weapons; some of the Tzaangors are armed with Paired Savage Blades, whilst others carry a Savage Blade and Arcanite Shield. Two in every five models in the unit can be armed with double-handed Savage Greatblades. No matter what they carry in their hands, all can also tear at the foe with their Vicious Beaks.

### TWISTBRAY

The leader of this unit is a Twistbray. You can add 1 to hit rolls made for a Twistbray.

### TZAANGOR MUTANT

One in every five Tzaangors can be a Tzaangor Mutant armed with Paired Savage Blades. Tzaangor Mutants make 3 attacks with their Paired Savage Blades rather than 2.

### ICON BEARERS

Models in this unit may be Icon Bearers. If this unit includes one or more Icon Bearers, then at the start of each of your hero phases, take a dice for each **WIZARD** (friend or foe) within 9" of this unit. Then, pick an enemy unit within 18" and roll the dice; the unit suffers a mortal wound for each roll of 4 or more.

### BRAYHORNS

Models in this unit may have a Brayhorn. A unit that includes any Brayhorns can run and charge in the same turn.

### 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.

**Anarchy and Mayhem:** If this unit is within 9" of any friendly **ARCANITE HEROES** at the start of the combat phase, you can add 1 to any wound rolls made for the unit in that phase.

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

**Savagery Unleashed:** You can make one additional attack for each model in this unit with its Savage Blade, Two Savage Blades or Savage Greatblade for every 9 models in the unit (to a maximum of 3 additional attacks per model).

### KEYWORDS

CHAOS, GOR, TZEENTCH, ARCANITE, TZAANGORS