

# SCREAMERS OF TZEENTCH

Speeding blurs that leave shimmering trails of change-magics in the air behind them, Screamers streak across the skies with a wailing cry. They slash foes they pass with razor-sharp horns and fins, before darting down to savage their chosen quarry with gnashing teeth. The bite of a Screamer is fierce, their fang-filled maws able to gouge out large chunks of flesh.



## MELEE WEAPONS

Lamprey Bite

Range

1"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-

Damage

1

## DESCRIPTION

A unit of Screamers of Tzeentch has 3 or more models, which tear into their prey with their Lamprey Bites.

## FLY

Screamers of Tzeentch can fly.

## ABILITIES

**Sky-sharks:** Screamers that manage to latch their teeth into a larger creature will not let go easily, eventually tearing out huge chunks of bloodied flesh. A Screamer's Lamprey Bite attack inflicts D3 Damage if the target is a **MONSTER**.

**Slashing Fins:** After a unit of Screamers moves in the movement phase, you can pick an enemy unit that it moved across. Roll a dice for each Screamer that passed across it; for each roll of 6, that unit suffers a mortal wound.

**Locus of Change:** Whilst this unit is within 9" of any **TZEENTCH DAEMON HEROES** from your army, they are surrounded by a twisting aura of change; if an enemy model targets such a unit, your opponent must treat any hit rolls of 6 as hit rolls of 1 instead.

## MAGIC

**CHAOS WIZARDS** know the Summon Screamers spell, in addition to any others they know.

## SUMMON SCREAMERS

Summon Screamers has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Screamers of Tzeentch 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 6 Screamers of Tzeentch instead.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, SCREAMERS