



TZEENTCH SORCERER LORD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Runestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpsteel Sword	1"	1	4+	4+	-	1

DESCRIPTION

A Tzeentch Sorcerer Lord is a single model. It is armed with a Warpsteel Sword, and looses bolts of flickering energy from its Tzeentchian Runestaff.

ABILITIES

Magic-touched: Tzeentch Sorcerer Lords are attuned to magical energy like no other. If the result of a casting roll for this model is a double, whether or not the spell is successfully cast, it can attempt to cast another spell this turn.

MAGIC

A Tzeentch Sorcerer Lord is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Bolt of Change spells.

BOLT OF CHANGE

The sorcerer hurls a coruscating bolt of energy at the foe, causing their flesh to run like wax and remould into a more pleasing form. Bolt of Change has a casting value of 7. If successfully cast, pick a visible enemy unit within 18". That unit suffers D3 mortal wounds. Roll a dice for each model slain by Bolt of Change; if any of the results are a 4 or more, you can set up one Chaos Spawn model within 3" of the target unit. The Chaos Spawn is added to your army.

KEYWORDS

CHAOS, MORTAL, TZEENTCH, HERO, WIZARD, TZEENTCH SORCERER LORD