



WARSCROLL

HORRORS OF TZEENTCH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	12"	☀	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Taloned Hands	1"	☀	4+	4+	-	1

DAMAGE TABLE			
Horror Colour	Magical Flames	Taloned Hands	Petty Vengeance Roll
Iridescent	6	2	3+
Pink	3	1	4+
Blue	2	1	5+
Brimstone	1	2	6+

Each model in a Horrors of Tzeentch unit is armed with Magical Flames and Taloned Hands.

BATTLE ABILITY: When you pick this unit to be part of your army or when you add this unit to your army during a battle, you must decide if this unit will have either the **Split and Split Again** ability or the **Petty Vengeance** ability (it cannot have both). Note your choice on your army roster.

HORRORS: Each model in a Horrors of Tzeentch unit must be either a Pink Horror, a Blue Horror or a Brimstone Horror (you can have different types of Horror in the same unit). You cannot allocate wounds or mortal wounds to a Blue Horror if its unit includes any Iridescent or Pink Horrors, and you cannot allocate a wound to a Brimstone Horror if its unit includes any Blue Horrors.

CHAMPION: 1 Pink Horror in this unit can be an Iridescent Horror instead.

STANDARD BEARER: 1 in every 10 Pink Horrors in this unit can be a Pink Horror Icon Bearer instead. At the start of your hero phase, if you have a Disciples of Tzeentch army, roll 1 dice for each Pink Horror Icon Bearer in this unit. For each 3+, you receive 1 Fate Point.

MUSICIAN: 1 in every 10 Pink Horrors in this unit can be a Pink Horror Hornblower instead. Add 1 to save rolls for this unit while it includes any Pink Horror Hornblowers.



Gibbering with lunatic energy, the luminescent Pink Horrors whirl and flail, generating raw magic that can manifest as blasts of unnatural fire that scour the enemy. Should they be slain, Horrors split in twain to form two lesser incarnations.

Split and Split Again: Should a Horror meet its end at the hands of the enemy, it is capable of splitting itself into lesser daemons and renewing its assault twice over.

Each time an Iridescent Horror or Pink Horror in this unit is slain by a wound or mortal wound, it does not count as having been slain but you must immediately remove it from play and replace it with 2 Blue Horrors that are added to its unit.

Each time a Blue Horror in this unit is slain by a wound or mortal wound, it does not count as having been slain but you must immediately remove it from play and replace it with 1 Brimstone Horrors model that is added to its unit.

ADDING AND REMOVING HORRORS

Replacement models that are added to this unit must be set up one at a time within 1" of the position that was occupied by the model they are replacing.

Replacement models that are added to this unit can only be set up within 3" of an enemy unit if a model from this unit is already within 3" of that enemy unit.

Replacement models added to this unit can take it above its maximum size.

Designer's Note: Horrors that flee cannot Split and Split Again. If a Horror Splits and Splits again, it is immediately removed from play and the replacement models are added to the unit before the next wound or mortal wound is allocated to the unit. A Horror that is removed from play because it has Split and Split Again does not count as a slain model for the purposes of the Battleshock rules (core rules, 15.0) and it cannot be returned through the use of rules that allow you to return slain models to the unit.

Petty Vengeance: Some Horrors take petty vengeance on those who harm them by exploding in a blast of flame.

If a model in this unit is slain, you can pick 1 enemy unit within 1" of this unit and roll a dice. If the roll is equal to or greater than the Petty Vengeance Roll for the slain model, that enemy unit suffers 1 mortal wound.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HORRORS OF TZEENTCH