

FATESKIMMER

HERALD OF TZEENTCH ON BURNING CHARIOT

Trailing flames and maniacal laughter, a Fateskimmer streaks across the skies. While the Herald conjures firestorms to engulf the foe, the living chariot it rides seeks to sear all those in its path, the Screamers at its fore biting their prey as they speed by.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	3	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Lamprey Bite	1"	6	4+	3+	-	1

DESCRIPTION

A Fateskimmer, Herald of Tzeentch on Burning Chariot, is a single model armed with Magical Flames, Staff of Change and Ritual Dagger.

MOUNT: This model's Screamers of Tzeentch attack with their Lamprey Bites.

FLY: This model can fly.

ABILITIES

Arcane Tome: *This arcane tome holds scriptures of ancient incantation that allows a brief mastery of the Herald's chosen spell lores.*

Once per battle, when this model attempts to cast or unbind a spell, you can roll 3D6, remove 1 dice of your choice, and then use the remaining 2D6 to determine the casting or unbinding roll.

Sky-sharks: *Screamers that manage to sink their teeth into a larger creature will not let go easily, eventually tearing off huge chunks of bloodied flesh.*

If the target is an enemy **MONSTER**, change the Damage characteristic of this model's Lamprey Bite to D3.

KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, FATESKIMMER

Wake of Fire: *Enemies unfortunate enough to be passed by a Burning Chariot are consumed by waves of unnatural fire.*

After this model has made a normal move, you can pick 1 enemy unit that has any models passed across by this model and roll a dice. On a 2+, that unit suffers D3 mortal wounds.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Tzeentch's Firestorm spells.

Tzeentch's Firestorm: *Searing balls of scarlet flame whip around the caster before spiralling outwards to engulf nearby enemies.*

Tzeentch's Firestorm has a casting value of 8. If successfully cast, roll a dice for each enemy unit within 9" of the caster and visible to them. On a 3+, that unit suffers D3 mortal wounds.

