

EXALTED GREATER DAEMON OF TZEENTCH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tzeentch	3"	4	4+	*	-	3
Curved Beak and Wicked Talons	1"	6	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Staff of Tzeentch	Infernal Gateway
0-4	12"	2+	2 or more
5-8	10"	2+	3 or more
9-12	9"	3+	3 or more
13-16	8"	3+	4 or more
17+	7"	4+	4 or more

DESCRIPTION

An Exalted Greater Daemon of Tzeentch is a single model. It carries a Staff of Tzeentch, and can tear at its foes with its Curved Beak and Wicked Talons.

FLY

An Exalted Greater Daemon of Tzeentch can fly.

ABILITIES

Mastery of Magic: Tzeentch's Daemons are manifestations of the magic in its rawest form; thus can the mightiest of their kind wield sorcerous power with the same ease that a mortal breathes air. When you make a casting or unbinding roll for an Exalted Greater Daemon of Tzeentch, change the result of the lowest dice so that it matches the highest.

Spell-thief: Lords of Change share an insatiable appetite for sorcerous knowledge; greedily gleaning insight from enemy sorcery, they dissipate and instinctively replicate it as if they had spent a lifetime mastering its intricacies. If the result of an unbinding roll for an Exalted Greater Daemon of Tzeentch is 9 or more, it learns the spell that is being cast, and can cast it in subsequent turns.

COMMAND ABILITY

Exalted Beacon of Sorcery: Spreading its arms wide, the Exalted Greater Daemon of Tzeentch saturates the area with magic. If you use this command ability, then until your next hero phase you can add 1 to all casting and unbinding rolls made for **TZEENTCH DAEMON WIZARDS** that are within 24" of the Exalted Greater Daemon of Tzeentch.

MAGIC

An Exalted Greater Daemon of Tzeentch is a **WIZARD**. It can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Infernal Gateway spells.

INFERNAL GATEWAY

The Exalted Greater Daemon of Tzeentch opens a portal to the Realm of Chaos, pulling warriors to their doom. Infernal Gateway has a casting value of 7. If successfully cast, pick a unit within 18" of the caster and visible to it and roll 9 dice. For each roll that equals or beats the number shown on the damage table above, the unit suffers 1 mortal wound.

CHAOS WIZARDS know the Summon Exalted Greater Daemon of Tzeentch spell, in addition to any other spells they know.

SUMMON EXALTED GREATER DAEMON OF TZEENTCH

Summon Exalted Greater Daemon of Tzeentch has a casting value of 11. If successfully cast, you can set up an Exalted Greater Daemon 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.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, LORD OF CHANGE, EXALTED GREATER DAEMON OF TZEENTCH