



## DARKOATH CHIEFTAIN

A Darkoath Chieftain has set his feet upon the path to glory or damnation. His every deed is meant to win the favour of the gods. This barbarous warrior has slain mighty rivals, bested great beasts, and torn down the enclaves of Order and light wherever he has found them.



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
War Axe	1"	1	4+	3+	-	1
Broadsword	1"	3	3+	3+	-1	1

### DESCRIPTION

A Darkoath Chieftain is a single model. He is armed with a mighty Broadsword. Some Darkoath Chieftains also carry a War Axe.

### ABILITIES

**Berserker Charge:** A Darkoath Chieftain makes 6 attacks with his Broadsword instead of 3 if he charged earlier in the turn.

**Deathblow:** If a Darkoath Chieftain slays any models in the combat phase, each enemy unit within 1" of him at the end of that combat phase suffers 1 mortal wound.

**Quest for Glory:** Keep track of the number of wounds inflicted by this model during the battle. If the total reaches 8 or more, you can add 1 to all hit rolls made for this model for the remainder of the battle. If the total reaches 16 or more, you can add 1 to all wound rolls made for this model as well.

### KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, DARKOATH CHIEFTAIN

## WARSCROLL



# DOOMSEEKER

It is said of the Doomseeker that his axe scorches the air with every swing, that he spits glowing cinders with every war cry, and the wrath of the forge burns in his glare. This is no dishonourable mercenary, but a religious crusader whose word is his bond.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe		8"	1	3+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Runic War-iron		1"	3	3+	4+	-	1
Doomseeker Axe		1"	3	3+	3+	-1	1

### DESCRIPTION

A Doomseeker is a single model. He is armed with a Runic War-iron and a Doomseeker Axe, and has a plentiful supply of Fyresteel Throwing Axes to hurl at the enemy.

### ABILITIES

**Runic Power:** If a Doomseeker slays any models, add 1 to the Damage of its War-iron until the end of the following turn.

**Goaded to Fury:** You can add 1 to all hit rolls made for a Doomseeker if he has suffered any wounds.

**Oathbound:** At the start of the first battle round, pick an enemy unit that the Doomseeker has sworn to destroy. If that unit is within 3" of the Doomseeker after he has made his attacks in the combat phase, he can pile in and attack for a second time.

### KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, DOOMSEEKER

## WARSCROLL



# EXCELSIOR WARPRIEST

This courageous mortal man has taken up arms to protect Sigmar's faithful from Chaos, and has been gifted with the power to summon forth the divine light of Sigmar. With this holy radiance he scours away the abominations of Chaos even as he heals the wounds of his comrades in battle.



### MELEE WEAPONS

Warhammer

### Range

1"

### Attacks

4

### To Hit

4+

### To Wound

4+

### Rend

-

### Damage

1

### DESCRIPTION

An Excelsior Warpriest is a single model. He is armed with a Warhammer blessed by Sigmar himself.

### ABILITIES

**Light of Sigmar:** In your hero phase, the Warpriest can hold his book of Sigmar's teachings up high, and pray to the God-King for aid. If you do so, roll a dice. On a 3 or more, pick the Warpriest or a unit within 10". If you picked a friendly unit, it heals 1 wound (the Warpriest and friendly **ORDER** units heal D3 wounds instead). If you picked an enemy unit, it suffers 1 mortal wound (**CHAOS** units suffer D3 mortal wounds instead).

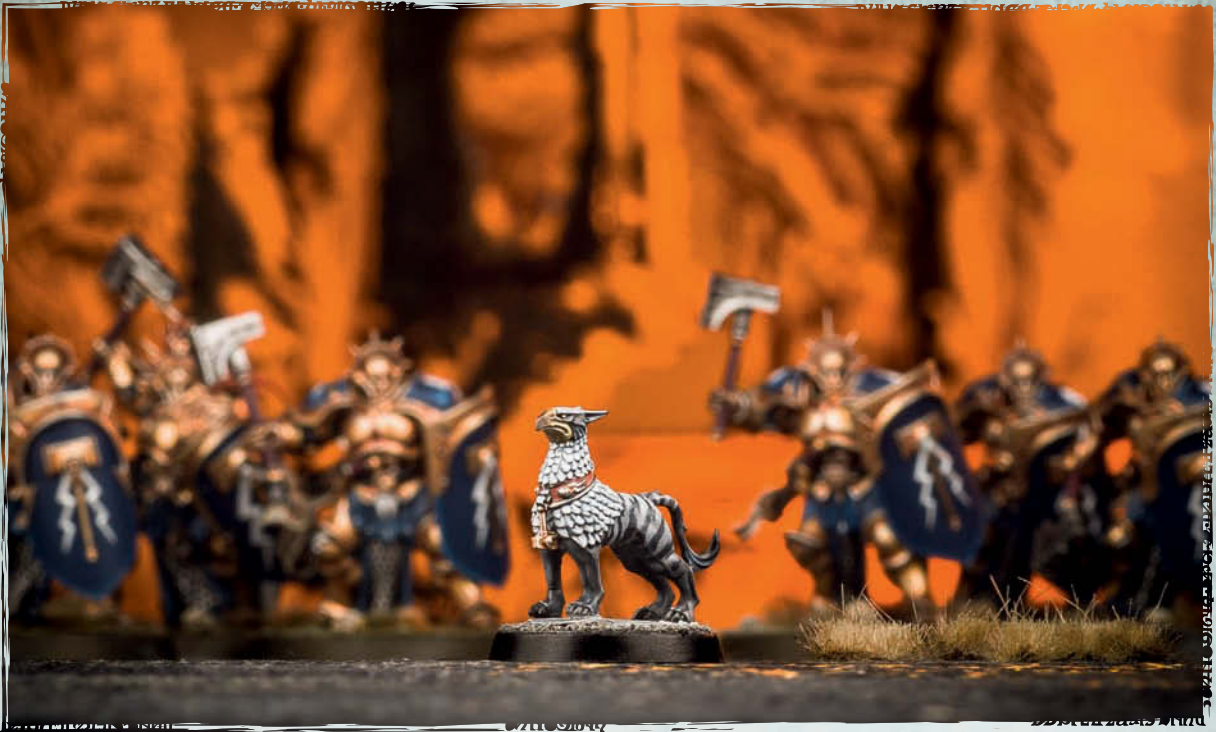
**Divine Power:** An Excelsior Warpriest can attempt to unbind 1 spell in each enemy hero phase as if he were a wizard.

**Loyal Companion:** After setting up an Excelsior Warpriest, you can if you wish immediately set up one Gryph-hound within 3" of him. If you do so, the Gryph-hound is bound to the Excelsior Warpriest. A Gryph-hound that is bound to an Excelsior Warpriest makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of the Excelsior Warpriest.

### KEYWORDS

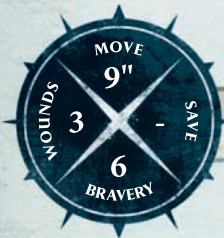
ORDER, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, HERO, PRIEST, EXCELSIOR WARPRIEST

## WARSCROLL



# GRYPH-HOUNDS

Gryph-hounds are pack-hunting creatures from the realm of Azyr, noble beasts that detest corruption. Their sharp senses pierce deception as easily as their beaks and claws shred the flesh of the unfaithful. Packs of Gryph-hounds are known to ally themselves to those fighting for a just cause, and they offer loyal protection to their companions.



### MELEE WEAPONS

Beak and Claws

### Range

1"

### Attacks

2

### To Hit

3+

### To Wound

4+

### Rend

-

### Damage

1

### DESCRIPTION

A unit of Gryph-hounds can have any number of models. They savage their foe with their razor-sharp Beaks and Claws.

### ABILITIES

**Loyal Companion:** Once a Gryph-hound has bonded with a companion, it will defend them to the death. A Gryph-hound makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of a **LORD-CASTELLANT**.

**Darting Attacks:** Gryph-hounds attack in a series of darting strikes. Immediately after this unit attacks in the combat phase, roll a dice and move each model in the unit up to that many inches.

**Warning Cry:** It is said that it is impossible to sneak up on a Gryph-hound. If an enemy unit is set up within 10" of this unit, roll two dice. Any unit within that many inches of the Gryph-hounds is alerted to the enemy unit's presence, and can attack it with one of its weapons as though it were your shooting phase.

### KEYWORDS

ORDER, CELESTIAL, STORMCAST ETERNAL, GRYPH-HOUNDS

## WARSCROLL



# KNIGHT-QUESTOR

Knights-Questor have vowed to stand as shields between the denizens of the Mortal Realms and the depredations of Chaos. It falls to these heroes to undertake great quests in Sigmar's name. They adventure across the realms and beyond to slay terrible enemies or recover arcane artefacts whose power can turn the tides of war.



### MELEE WEAPONS

Warblade

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

### DESCRIPTION

A Knight-Questor is a single model. He is armed with Warblade and carries a Sigmarite Shield

### ABILITIES

**Heroic Challenge:** If a Knight-Questor is within 6" of an enemy **HERO** when chosen to fight in the combat phase, he can pile in 6" instead of 3", but must end its pile in move within 1" of that **HERO**. You can re-roll failed hits rolls for a Knight-Questor if the target is a **HERO**.

**Sigmarite Shield:** You can re-roll failed save rolls for this model.

**Thundercharged Strike:** Add 1 to the damage inflicted by a Knight-Questor's Warblade if the wound roll for the attack was 6 or more.

### KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-QUESTOR

## WARSCROLL



# MISTWEAVER SAIH

A Mistweaver Saih is a powerful enchantress. Drifting amidst a swirling, sorcerous haze, she flickers in and out of sight at will, sowing confusion and paranoia amongst those who have drawn her ire. Amidst the carnage the aelven enchantress remains disturbingly serene, the eye at the heart of a storm of illusory horror and bloodshed.



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Aelven Blade	1"	3	4+	4+	-	1
Mistweaver's Staff	2"	1	4+	3+	-1	D3

### DESCRIPTION

A Mistweaver Saih is a single model. She is armed with an Aelven Blade in one hand and carries a Mistweaver's Staff in the other that can enshroud her in a glimmering haze.

### ABILITIES

**Glimmermist:** Once per turn, when this model is chosen as the target for an attack, the Mistweaver can use her staff to shroud herself in a magical mist. When she does so, her Save is increased to 1+ against that attack.

### MAGIC

A Mistweaver Saih is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. A Mistweaver Saih knows the Arcane Bolt, Mystic Shield and Illusory Assault spells.

### ILLUSORY ASSAULT

The Mistweaver twists the perceptions of her victims with ever more horrific illusions, sending them into a panicked frenzy of violent self-destruction. Illusory Assault has a casting value of 6. If successfully cast, pick an enemy unit within 24" that is visible to the caster and roll three dice. If the total is greater than that unit's Bravery, it suffers D3 mortal wounds. If the total is at least double that unit's Bravery, it suffers D6 mortal wounds instead.

### KEYWORDS

ORDER, AELF, HERO, WIZARD, MISTWEAVER SAIH

## WARSCROLL



# TENEBRAEL SHARD

A Tenebrael Shard is a killer of superlative skill. Fast beyond belief, supernaturally agile and ominously silent, the Shard closes upon his prey as fast as thought and ends their lives with callous efficiency. None know whether he is an assassin, a spy, or simply a terrifying force of nature, but to stand in his path means certain death.



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladed Barbs	1"	6	4+	4+	-	1
Reaper Gauntlets	2"	2	3+	3+	-1	D3

### DESCRIPTION

A Tenebrael Shard is a single model. He is armed with Bladed Barbs that hang from his body on iron chains, while his hands are sheathed within a pair of wickedly sharp Reaper Gauntlets.

### ABILITIES

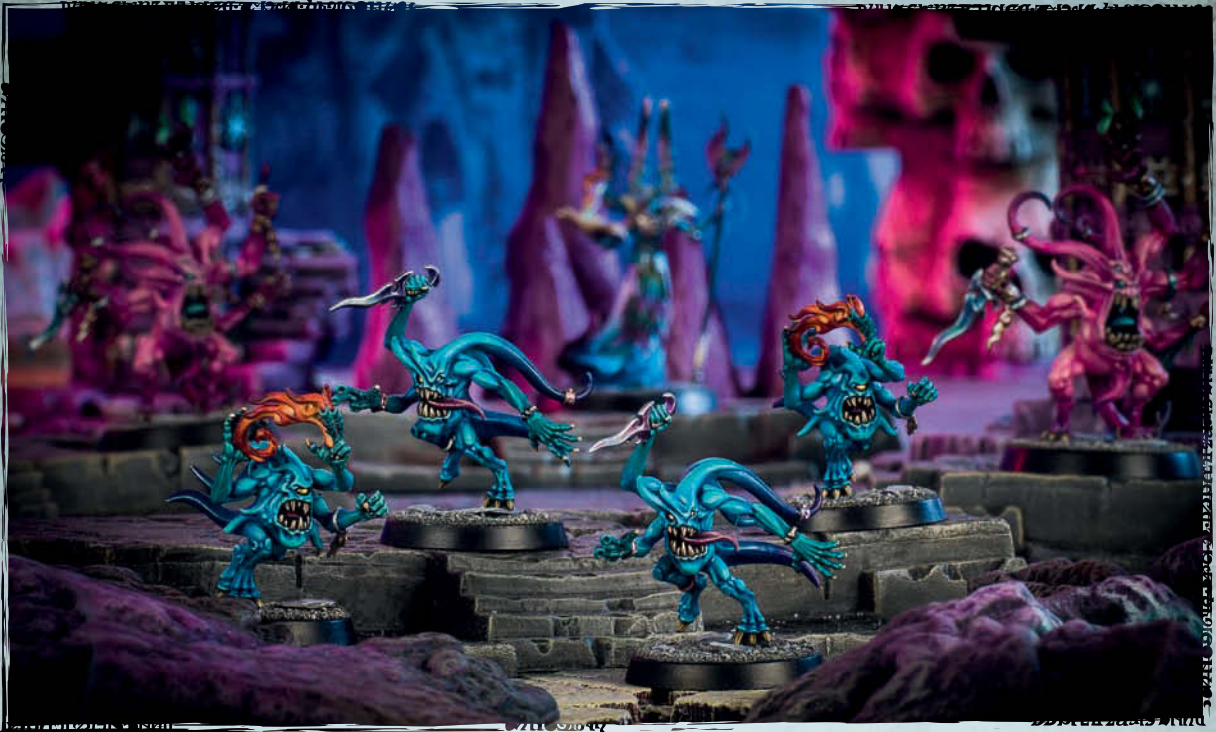
**Shadowstrike:** Roll a dice for this model in each of your hero phases. On a roll of 4 or more you can remove it from the battlefield, and then set it back up anywhere within 3" of the enemy. If you do so, you can add 1 to all hit rolls made for this model for the rest of the turn.

**Graceful Killer:** When you make save rolls for a Tenebrael Shard, ignore the attack's Rend characteristic.

**Incredible Speed:** If a Tenebrael Shard slays any models in the combat phase, he can make an 8" move immediately after his attacks have been resolved. He cannot finish the move within 3" of any enemy models.

### KEYWORDS

ORDER, AELF, HERO, TENEBRAEL SHARD



## BLUE HORRORS OF TZEENTCH

When a Pink Horror is wounded it emits a piercing squeal and immediately splits into two Blue Horrors. Casting vindictive glares at their enemies and blasting them with mystical fires, the Blue Horrors are as resentful and bitter as their pink cousins are gleeful and capricious.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	14"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Taloned Hands	1"	1	5+	5+	-	1

### DESCRIPTION

A unit of Blue Horrors of Tzeentch has 2 or more models. They hurl Magical Flames at their enemies or slash at them with their Taloned Hands.

### ABILITIES

**Split:** If a friendly unit of Pink Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and create Blue Horrors

at the end of that phase (after all other units have performed their actions and made their attacks). Two Blue Horrors are created for each slain Pink Horror – if there is already a friendly Blue Horror unit within 6" of the Pink Horrors, add the Blue Horrors to that unit, otherwise set them up as a new unit within 6" of the unit of Pink Horrors.

If a rule causes a whole unit of Pink Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Blue Horrors, just before removing the last model from the Pink Horrors unit. The unit of Blue Horrors has two models for each model in the unit of Pink Horrors at the point at which it is removed, and must be set up with all models within 6" of the last model from the Pink Horrors unit.

### KEYWORDS

CHAOS, DAEMON, TZEENTCH, BLUE HORRORS





## BRIMSTONE HORRORS OF TZEENTCH

When a Blue Horror is wounded it vanishes in a cloud of smoke, and is replaced with a pair of Brimstone Horrors. Savage little sprites formed from living fire, these diminutive Daemons leap and crackle as they worry at their enemies' shins and set fire to their battle-garb.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	12"	2	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Taloned Hands	1"	2	5+	6+	-	1

### DESCRIPTION

A unit of Brimstone Horrors of Tzeentch has any number of models – each model consists of a pair of Brimstone Horrors. They hurl Magical Flames at their enemies or grab at them with their Taloned Hands.

### ABILITIES

**Split Again:** If a friendly unit of Blue Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and create Brimstone Horrors at the end of that phase (after all other units have performed their actions and made their attacks). One model is created for each slain Blue Horror – if there is already a friendly Brimstone Horror unit within 6" of the Blue Horrors, add the Brimstone Horrors to that unit, otherwise set them up as a new unit within 6" of the unit of Blue Horrors.

If a rule causes a whole unit of Blue Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Brimstone Horrors, just before removing the last model from the Blue Horrors unit. The unit of Brimstone Horrors has one model for each model in the unit of Pink Horrors at the point at which it is removed, and must be set up with all models within 6" of the last model from the Blue Horrors unit.

### KEYWORDS

CHAOS, DAEMON, TZEENTCH, BRIMSTONE HORROR

# GAUNT SUMMONER AND CHAOS FAMILIARS

A daemon mage of terrible power, the Gaunt Summoner delights in tricks and torments. With his sorcerous powers and dark arcana this terrible being can twist his enemies into mewling spawn, or annihilate them utterly with the iridescent fires of Tzeentch. Weird magical familiars caper at the Daemon's heels, each one a focus for the powers of sorcery and change whose presence further bolsters the might of their leering master.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Changestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp tongue Blade	1"	1	3+	4+	-	See below

## DESCRIPTION

A Gaunt Summoner of Tzeentch is a single model. He is armed with a Changestaff that can blast his enemies with the iridescent fires of Tzeentch, and a Warptongue Blade. He is never without a Book of Profane Secrets, with which he can call cohorts of daemons to the battlefield through a Realmgate. He is accompanied by a quartet of Chaos Familiars, that aid him in a variety of evil ways.

## ABILITIES

**Book of Profane Secrets:** If a Gaunt Summoner is within 9" of a **REALMGATE** at the start of its movement phase, it can summon a unit of **CHAOS DAEMONS** to the battlefield, adding it to your army. Place the unit so that all models are within 6" of the Realmgate and more than 9" away from any enemy units. This is the summoned unit's move for the movement phase.

**Chaos Familiars:** The Gaunt Summoner is accompanied by four Chaos Familiars: Tweak, Slop, Blot and Pug. Whenever the Gaunt Summoner is set up or finishes a move, place each surviving Familiar within 1" of him. The range to or from the Gaunt Summoner can be measured to his own model or to any of his Chaos Familiars. When a wound is inflicted upon the Gaunt Summoner, the attacker can choose for the wound to either affect the Gaunt Summoner normally, or for

it to remove one of the Chaos Familiars instead. All remaining Chaos Familiars are removed if the Gaunt Summoner is slain.

The Chaos Familiars have the following effects as long as they are alive (they cannot do anything else):

*Tweak:* Add 1 to the hit rolls for the Gaunt Summoner's Warptongue Blade, as long as he is accompanied by Tweak.

*Slop:* Your opponent must subtract 1 from the save rolls of enemy models that are within 3" of the Gaunt Summoner, as long as he is accompanied by Slop.

*Blot:* Add 1 to the casting rolls for the Gaunt Summoner, as long as he is accompanied by Blot.

*Pug:* Your opponent must subtract 1 from any hit rolls that target the Gaunt Summoner in the combat phase, as long as he is accompanied by Pug.

**Warptongue Blade:** The body of anyone cut by a Warptongue Blade is wracked with sickening and uncontrollable mutations. If a Warptongue Blade inflicts damage on an enemy unit, roll two dice. If the roll is higher than the enemy unit's Bravery, one model in the unit is slain. Otherwise, the blade inflicts 1 wound.

## MAGIC

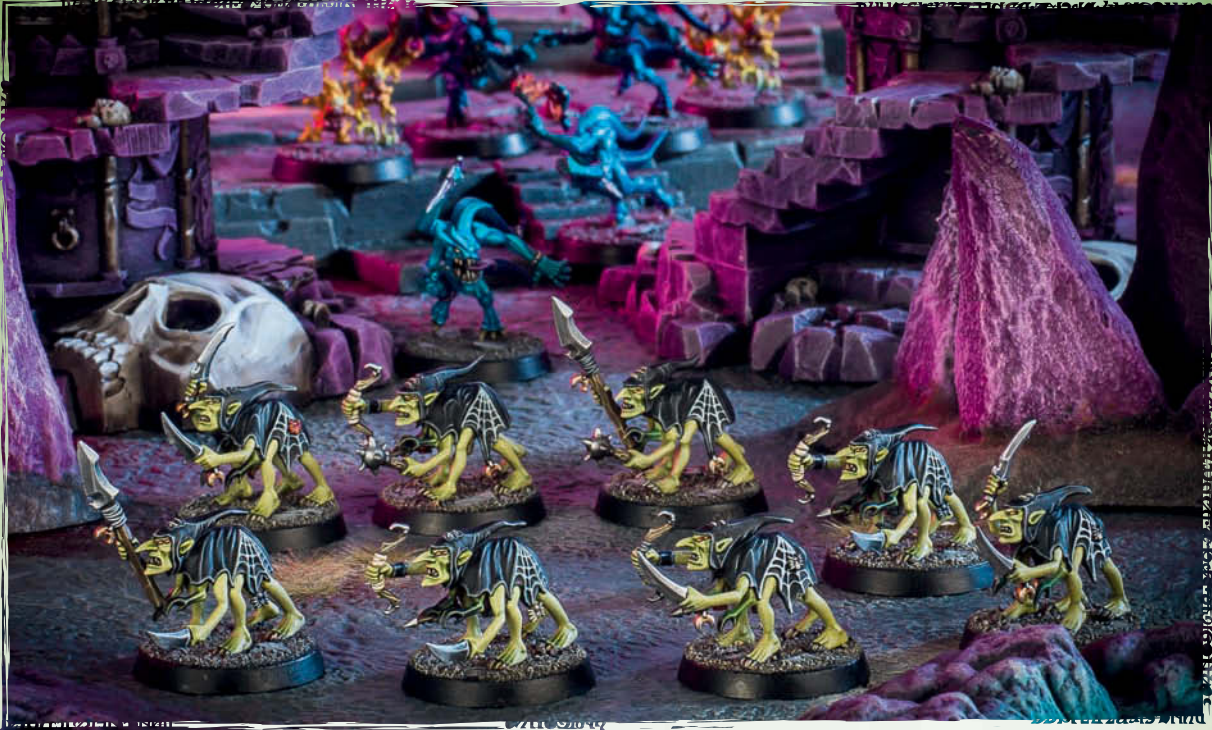
A Gaunt Summoner of Tzeentch is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. A Gaunt Summoner knows the Arcane Bolt, Mystic Shield, and Infernal Flames spells.

## INFERNAL FLAMES

Infernal Flames creates an area of scorching fire that engulfs enemy formations. Infernal Flames has a casting value of 8. If successfully cast, pick an enemy unit within 18" that is visible to the caster. Roll 1 dice for every model in the target unit that is within 18"; the unit suffers 1 mortal wound for each roll of 4 or more. Roll 3 dice for each **MONSTER** or **WAR MACHINE** in the target unit, rather than only 1 dice.

## KEYWORDS

CHAOS, DAEMON, MORTAL, TZEENTCH, ARCANITES, EVERCHOSEN, HERO, WIZARD, GAUNT SUMMONER AND CHAOS FAMILIARS



## GROT SCUTTLINGS

Grot Scuttlings are wily and tribal, half-arachnid greenskins whose poisons and webs are the bane of the unwary. Though individually weak and cowardly, when massed in great swarms the Scuttlings can overwhelm even the greatest of warriors, before dragging their venom-bloated corpses away to dangle in their carrion webs.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Huntin' Bow	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stabba	1"	1	5+	5+	-	1
Two Stabbas	1"	2	5+	5+	-	1
Stabba and Grot Spear	2"	1	5+	4+	-	1

### DESCRIPTION

A unit of Grot Scuttlings has 8 or more models. Each unit fights with a variety of weapons; some of the Grots are armed with two Stabbas, others carry a Stabba and a Grot Spear, and some are armed with a Stabba and a Huntin' Bow.

### ABILITIES

**Poisoned Weapons:** You can re-roll wound rolls of 1 for a Grot Scuttling.

**Tangling Webs:** If a unit of Grot Scuttlings has 5 or more models, your opponent must subtract 1 from any hit rolls they make against it in the combat phase.

### KEYWORDS

DESTRUCTION, GROT, SCUTTLINGS

## WARSCROLL



# KAIRIC ACOLYTES

Marked by the Changer of the Ways for their cunning and devotion, these warrior cultists fight with blade, sorcery and terrifying zeal. They are the chosen mortal warriors of Tzeentch, and with the proper chants and rites they are able to combine their gestalt magical might before unleashing it in crackling bolts of unnatural flame.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerous Bolt	12"	1	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Blade	1"	1	4+	4+	-	1
Two Cursed Blades	1"	1	3+	4+	-	1
Cursed Glaive	1"	1	4+	4+	-1	1

### DESCRIPTION

A unit of Kairic Acolytes has 8 or more models. Each unit fights with a variety of weapons; some of the Acolytes are armed with a single Cursed Blade while others carry two, some instead carry a Cursed Blade and an Arcanite Shield, and some are armed with a double-handed Cursed Glaive. All Kairic Acolytes can hurl Sorcerous Bolts.

### KAIRIC ADEPT

One Acolyte armed with a single Cursed Blade can be the Kairic Adept, who is the leader of this unit. The Kairic Adept makes 2 attacks rather than 1 with his Sorcerous Bolt.

### ABILITIES

**Arcanite Shield:** Roll a dice before allocating a wound or mortal wound to a

model that has an Arcanite Shield. On a roll of 6, the shield deflects the damage and the wound is ignored.

**Gestalt Sorcery:** You can add 1 to the hit rolls of this unit's Sorcerous Bolts if it is within 9" of at least one friendly TZEENTCH WIZARD.

### KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITES, KAIRIC ACOLYTES



## OGROID THAUMATURGE

Combining bestial strength and ferocity with dark occult powers, the Ogroid Thaumaturge is a cunning and deadly foe. With snarled invocations the Thaumaturge hurls roiling blasts of energy into the enemy ranks, before stampeding into the midst of his reeling foes to gore and pummel the survivors to bloody ruin.



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Thaumaturge Staff	2"	2	3+	3+	-1	D3
Great Horns	1"	1	3+	3+	-2	3
Cloven Hooves	1"	4	4+	3+	-	1

### DESCRIPTION

An Ogroid Thaumaturge is a single model. It smashes its foes with its Thaumaturge Staff, gores them with its Great Horns, and grinds them bloodily underfoot with its Cloven Hooves.

### ABILITIES

**Brutal Rage:** If this model has suffered 5 or more wounds, add 1 to all of its hit rolls but subtract 1 from all of its casting and unbinding rolls.

**Overwhelming Power:** This model heals 1 wound in each of its hero phases.

**Mighty Bulk:** After this model completes a charge move, pick an enemy unit within 1"; that unit suffers D3 mortal wounds.

### MAGIC

An Ogroid Thaumaturge is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. An Ogroid Thaumaturge knows the Arcane Bolt, Mystic Shield and Fireblast spells.

### FIREBLAST

A Fireblast spell engulfs the target in coruscating flames from which capering daemons spring forth. Fireblast has a casting value of 7. If successfully cast, pick an enemy unit within 18" that is visible to the caster. The unit you pick suffers D6 mortal wounds. After the damage has been inflicted, you can set up a unit of Pink, Blue or Brimstone Horrors within 1" of the target; the number of models set up in the new unit is equal to the number of mortal wounds inflicted.

### KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITES, HERO, WIZARD, OGROID THAUMATURGE



## SKAVEN DEATHRUNNER

This cunning murderer has been dispatched to the battlefield on a mission of assassination. By poisoned blade and shadow magic does he seek to strike down his mark. The Deathrunner flickers impossibly through the smoke and flame of the battlefield, or conceals his advance with clouds of alchemical fume before springing forth to plunge his blades into his victim's unprotected back.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstars	12"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodblade	1"	2	3+	3+	-1	D3
Stab-slicer	1"	3	3+	4+	-	1

### DESCRIPTION

A Skaven Deathrunner is represented by 2 models, one real and one an illusion (see Illusory Twin below). A Skaven Deathrunner is armed with a Bloodblade sword in one hand and a Stab-slicer dagger in the other. He also carries razor-sharp Warpstars that he can hurl at an enemy.

### ABILITIES

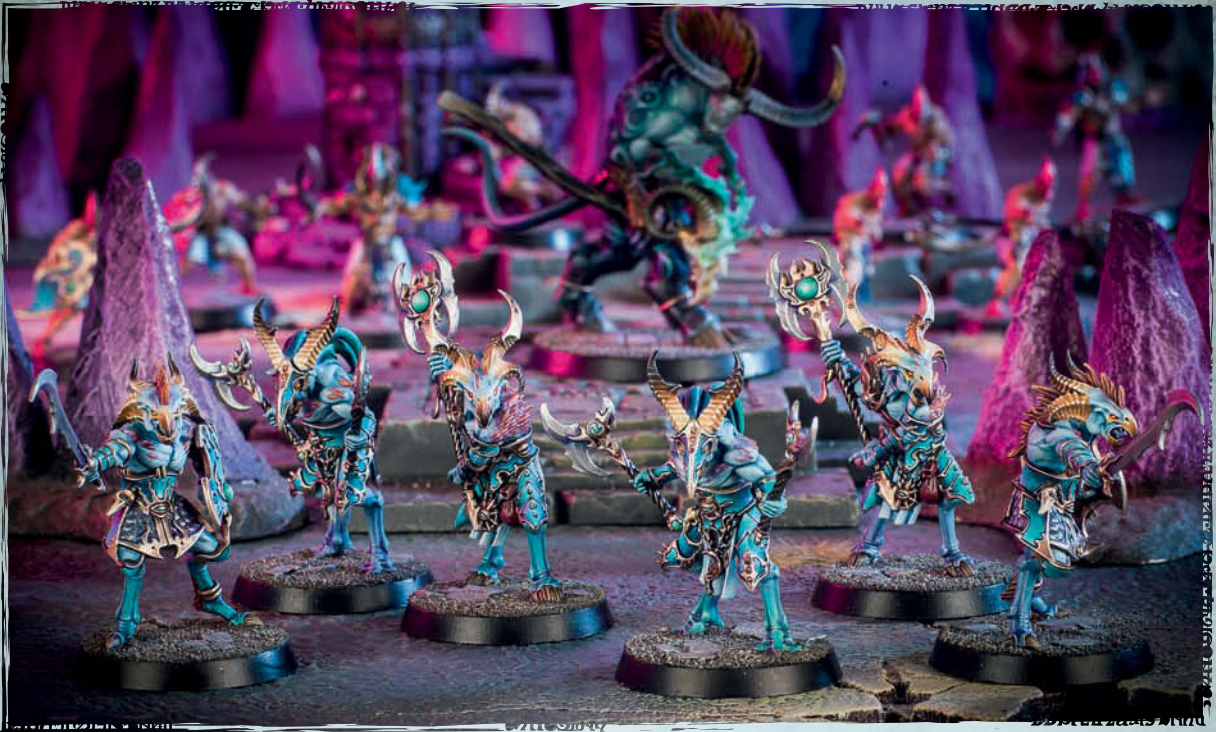
**Illusory Twin:** Although he has two identical miniatures, there is only one Deathrunner, with the uncanny ability to appear in two places at once. When the Skaven Deathrunner is set up, place both models upon the battlefield. They do not need to be set up within 1" of each other, and each is a separate unit. One of the models represents the real Deathrunner, the other is an illusion. The truth is only revealed when the Deathrunner attacks or is slain. If one of the miniatures is slain, roll a dice. On a 1, 2 or 3 the slain model was the illusion – it is removed. On a 4, 5 or 6 it was the true Deathrunner, and both miniatures are removed. If one of the models makes an attack, the other is the illusion and is removed.

**Marked Target:** At the start of the first battle round, pick an enemy **HERO** as the Deathrunner's target for assassination. You can re-roll failed hit rolls for any attacks made by the Deathrunner upon his marked target.

**Shadowsmoke Bombs:** A Skaven Deathrunner carries a number of Shadowsmoke Bombs that can be used to mask his position and protect him from enemy missile fire. Your opponent must subtract 1 from any hit rolls that target a Skaven Deathrunner in the shooting phase.

### KEYWORDS

CHAOS, SKAVEN, ESHIN, HERO, SKAVEN DEATHRUNNER



## TZAANGORS

These savage avian beastkin have been warped into shapes more pleasing to Tzeentch than their crude gor-kin cousins. Clad in flowing armour of silver and gold, wielding curved blades and massive double-handed axes, they fight with the speed and violence of unbridled change.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Blade	1"	1	4+	4+	-	1
Two Savage Blades	1"	1	3+	4+	-	1
Greataxe	1"	1	4+	4+	-1	1
Vicious Beak	1"	1	4+	6+	-	1

### DESCRIPTION

A unit of Tzaangors has 6 or more models. Each unit fights with a variety of weapons; some of the Tzaangors are armed with two Savage Blades, others carry a Savage Blade and Arcanite Shield, and some are armed with double-handed Greataxes. No matter what they carry in their hands, all can also tear at a foe with their Vicious Beaks.

### ABILITIES

**Arcanite Shield:** Roll a dice before allocating a wound or mortal wound to a model that has an Arcanite Shield. On a roll of 6 the shield deflects the damage and the wound is ignored.

**Anarchy and Mayhem:** Roll a dice before this unit piles in. Add 1 to the roll if the unit is within 9" of any **ARCANITE HERO** from your army, and add a further 1 if the unit has 9 or more models. If the result is 4 or more, you can add 1 to all wound rolls for the unit in that combat phase.

### KEYWORDS

CHAOS, GOR, TZEENTCH, ARCANITES, TZAANGORS