

TZAANGOR ENLIGHTENED

ON DISCS OF TZEENTCH



Tzaangor Enlightened wield ornate spears of a quality beyond the weaponry of their lesser kin. Able to perceive the strands of the past, the Enlightened reveal the hidden secrets of their foes, discovering their weaknesses before moving in to strike.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Spear	2"	3	4+	3+	-1	2
Vicious Beak	1"	1	4+	5+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A unit of Tzaangor Enlightened has any number of models, each armed with a Tzeentchian Spear and Vicious Beak.

MOUNT: This unit's Discs of Tzeentch attack with their Teeth and Horns.

AVIARCH: The leader of this unit is an Aviarch. Add 1 to the Attacks characteristic of an Aviarch's Tzeentchian Spear.

FLY: This unit can fly.

ABILITIES

Babbling Stream of Secrets: *The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.*

If an enemy unit fails a battleshock test within 9" of any friendly Tzaangor Enlightened units, add 1 to the number of models that flee.

Guided by the Past: *These warriors see at once every moment that led to the present and use this knowledge to deadly effect.*

In the combat phase, you can re-roll hit and wound rolls for attacks made by this unit if any enemy units within 3" of this unit have already fought in that phase.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, TZEENTCH, ARCANITE, TZAANGOR ENLIGHTENED