

EXALTED GREATER DAEMON OF TZEENTCH



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

Wounds Suffered	DAMAGE TABLE		
	Staff of Tzeentch	Beak and Talons	Infernal Gateway
0-2	2+	5	3+
3-4	2+	4	3+
5-6	3+	4	4+
7-8	3+	3	4+
9-10	4+	3	5+
11+	4+	2	5+

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: 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: 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

Beacon of Sorcery: Spreading its arms wide, the Exalted Greater Daemon of Tzeentch saturates the area with magic. If an Exalted Greater Daemon of Tzeentch uses this ability, until your next hero phase you can add 1 to all casting and unbinding rolls made for **TZEENTCH DAEMON WIZARDS** that are within 18" 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 own 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" that is visible to the caster and roll 9 dice. For each roll that equals or beats the number shown on the damage table above, the unit suffers a mortal wound.

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

Summon Exalted Greater Daemon of Tzeentch

Summon Exalted Greater Daemon of Tzeentch has a casting value of 9. 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, EXALTED GREATER DAEMON OF TZEENTCH