COMMAND ROSTER

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Plagueridden	Plaguesword,		Leader, Daemonic, Disgustingly Resilient,		8
	Iridescent Horror	Coruscating Flames,		Demolitions, Ephemeral Daemons,		13
	Pink Horror Icon Bearer	Icon of Tzeentch, Coruscating Flames,		Comms, Ephemeral Daemons,		16
	Pink Horror	Coruscating Flames,		Ephemeral Daemons,		12
	Bloodreaper	Hellblade,		Combat, Daemonic, Unstoppable Ferocity,		8
	Plaguebearer Icon Bearer	Icon of Nurgle, Plaguesword,		Daemonic, Disgustingly Resilient,		11
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7
	Bloodletter Icon Bearer	Icon of Khorne, Hellblade,		Daemonic, Unstoppable Ferocity,		11
	Bloodletter Hornblower	Instrument of Khorne, Hellblade,		Daemonic, Unstoppable Ferocity,		10
	Alluress	Piercing Claws,		Daemonic, Quicksilver Swiftness,		8
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7

										8	Points		
NAME	M	WS	BS	S	T	W	A		LD	SV	MAX		
Plagueridden	5"	4+	4+	4	4	1	2		7	6+	1		
WEAPON	RANGE	TY	PE	S	AP		D ABILITI		ABILITIES				
Plaguesword	Melee	Mo	elee	User	0		1		You can re-roll wound rolls of 1 for this weapon				
ABILITIES:													
Daemonic			•	Γhis mode	l has a 5+	- invul	nerabl	le sav	e.				
Disgustingly Resilient	Each tin	Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.											
SPECIALISM:	LEADE	R											
Resourceful		_		nodel is on mmand P					•				
Experience:			□ I	lesh Wou	nds: □□[Co	nvales	cenc	e: 🗆 Ì	New Red	cruit: 🗆		

									13	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Iridescent Horror	6"	4+	4+	3	3	1	2	7	6+	1
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Blue Horror	6"	4+	-	2	3	1	1	7	6+	1
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-
WEAPON	RANGE	<u> </u>	/PE	S	AP		D	Al	BILITIES	S
Coruscating Flames	18"		sault 2	User	0		1		-	
ABILITIES:										
Ephemeral Daemons				e of 5+. l	able save Pairs of I rulnerabl	Brimsto	ne Horre			
Split	Horror reduce taker Horror 2 Blumod weapon rep Brim Horror Special to have Pairs	or Horn de to 0 or out o Hornl dels car ons or o or Icon cialist i ists. Bl charge of Brin	rnblower el. This wounds of action blower of cors with anot be sequipment at model Horrors Bearer, so taken of the horrors of	r, Iridesc model is a. The fo . When a or Iridesc ain 1/2" of set up, the ent. Whe el with 1 has no v Pink Ho out of ac cors and l battle ro Horrors	or a Pink cent Hor instead illowing r i Pink H ent Hor of the sla ais ability en a Blue Pair of E veapons orror Ho tion, any Pairs of I ound in v are not t your kill s for the	ror, Blue rules apporter, P ror is tal in mod r has no Horror Brimstor or equip rnblower Blue H Brimstor which tl reated a team is	tically ta ply where link Hore ken out of el before effect. A is taken ne Horro pment. I er or Irid lorrors ti ne Horro hey are so s part of broken	r or Pair ken out n one of ror Icon of action it it rem A Blue H out of a ors mode f a Pink lescent F hat are so ors are no et up. Bl 'your kil and are r	of Brimo of action these mo Bearer, a, you can coved. If orror has ction, you have the true are ever concue Horror the true are ever concue Horror than to treat foot treat and treat concurrent treat to the treat foot treat and treat treat to the second treat treat to the second treat treat the second treat treat the second treat	stone in when odels is Pink in set up These is no ou can of Pink nat is a inot sidered oors and or the
PSYKER:	MANII	FEST 1	I DEN	Y 1						
Psybolt	within	18" of	and vis	ible to th	ue of 5. I ne psyker 1+, the t	suffers	1 morta	l wound	(pg 33)	. If the
SPECIALISM:	DEMO	LITI0	NS							
Breacher	You c	an add	1 to thi	s model'	s wound	rolls ag	ainst tar	gets that	are obs	cured.
Experience: □□[□□ Fl	esh Wou	nds: □□	□ Co	nvalesce	nce: 🗆 🗋	New Re	cruit: □

									16	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pink Horror Icon Bearer	6"	4+	4+	3	3	1	1	7	6+	1
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-
WEAPON	RANG	E TY	PE	S	AP		D	A	BILITIES	S
Icon of Tzeentch	you	r kill tea	m equi	urn in th pped wit t enemy 1	h an Ico	n of Tze	entch. (On a 6 in	flict 1 m	ortal
Coruscating Flames	18"		sault 2	User	0		1		-	
ABILITIES:										
Ephemeral Daemons				invulner e of 5+. I inv		Brimsto	ne Horre			
Split	Horroreduce take Horro 2 Blumo weap re Brir Horro Specia to have Pair	ror Hor ors mod en out o r Hornb dels can dels can dons or e place th nstone l or Icon ecialist is dists. Blue e charge s of Brir	mblowered. This wounds faction of action of ac	ary rolls for r, Iridescent model is seen. The for a por Iridescent in 1/2" of seet up, the ent. Where the with 1 seen has no very limited for a core and 1 seet up, the theorem in the battle rolls are the seen in ining if seet up with the court of according to the seet up.	ent Hor instead llowing a Pink H ent Hor of the sla is ability en a Blue Pair of E weapons orror Ho tion, any Pairs of I pund in a are not t	ror, Blu automa rules app orror, P ror is tal in mode has no Horror Brimstor or equip rnblowe Blue H Brimstor which th reated a team is	e Horro tically ta toly wher ink Hor cen out of el before effect. A is taken ne Horro forment. I er or Irid forrors ti ne Horro ney are so s part of broken	r or Pair ken out n one of ror Icon of action it it rem A Blue H out of a ors mode f a Pink lescent I hat are so ors are n et up. Bl your kil and are r	of Brim of action these me Bearer, a, you ca coved. If forror ha cction, you el. A Pain Horror, Horror the ever con ue Horr I team for not treat	stone in when odels is Pink in set up These is no ou can or of Pink inat is a cont sidered oors and or the
PSYKER:	MAN	IFEST 1	DEN	Y 1						
Psybolt	withi	n 18" of	and vis	harge val ible to thest est was 1	ne psyker	suffers	1 morta	l wound	(pg 33)	. If the
SPECIALISM:	COM	MS								
Scanner				hase, if the eam with rolls for		this mo	del to sh	oot, you		
Experience: □□[□ Fl	esh Wou	nds: □□	l Co	nvalesce	nce: 🗆	New Re	cruit: 🗆

Pink Horror 6" 4+ 4+ 3 3 1 1 7 6+ NAME M WS BS S T W A LD SV M Blue Horror 6" 4+ - 2 3 1 1 7 6+										12	Points
Horror A	NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
NAME		6"	4+	4+	3	3	1	1	7	6+	-
Pair of Brimstone Horrors WEAPON RANGE TYPE S AP D ABILITIES Coruscating Flames Assault 2 User 0 1 This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+. Do not make any Injury rolls for a Pink Horror, Pink Horror Icon Bearer, P Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimston Horrors model. This model is instead automatically taken out of action wh reduced to 0 wounds. The following rules apply when one of these models taken out of action. When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set 2 Blue Horrors within 1/2" of the slain model before it it removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, any Blue Horrors model. A Pair of Brimstone Horrors and Pairs of Brimstone Horrors are never consider to have charged in the battle round in which they are set up. Blue Horrors a Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve Tests. PSYKER: MANIFEST 1 DENY 1	NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pair of Brimstone Horrors Range Type S AP D ABILITIES Range 18" Assault 2 0 1 -	Blue Horror	6"	4+	•	2	3	1	1	7	6+	
Brimstone Horrors	NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
ABILITIES: Ephemeral Daemons This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+. Do not make any Injury rolls for a Pink Horror, Pink Horror Icon Bearer, Phorror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimston Horrors model. This model is instead automatically taken out of action where taken out of action. When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set 2 Blue Horrors within 1/2" of the slain model before it it removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror that is Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never consider to have charged in the battle round in which they are set up. Blue Horrors a Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve Tests. PSYKER: MANIFEST 1 DENY 1 Psybolt has a warp charge value of 5. If manifested, the closest enemy models.	Brimstone	6"	4+	-	1	3	1	2	7	6+	-
ABILITIES: Ephemeral Daemons This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+. Do not make any Injury rolls for a Pink Horror, Pink Horror Icon Bearer, Phorror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimstone Horrors model. This model is instead automatically taken out of action where duced to 0 wounds. The following rules apply when one of these models taken out of action. When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set 2 Blue Horrors within 1/2" of the slain model before it it removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never consider to have charged in the battle round in which they are set up. Blue Horrors a Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve Tests. PSYKER: MANIFEST 1 DENY 1 Psybolt has a warp charge value of 5. If manifested, the closest enemy models as warp charge value of 5. If manifested, the closest enemy models as warp charge value of 5. If manifested, the closest enemy models as warp charge value of 5. If manifested, the closest enemy models as warp charge value of 5. If manifested, the closest enemy models are not treated as warp charge value of 5. If manifested, the closest enemy models are not treated as warp charge value of 5. If manifested, the closest enemy models are	WEAPON	RANGI	E T \	/PE	S	AP		D	Al	BILITIES	3
Ephemeral Daemons This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+. Do not make any Injury rolls for a Pink Horror, Pink Horror Icon Bearer, Phorrors model. This model is instead automatically taken out of action where duced to 0 wounds. The following rules apply when one of these models taken out of action. When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set 2 Blue Horrors within 1/2" of the slain model before it it removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never consider to have charged in the battle round in which they are set up. Blue Horrors a Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve Tests. PSYKER: MANIFEST 1 DENY 1 Psybolt has a warp charge value of 5. If manifested, the closest enemy models for the purpose of Nerve Tests.	U	18"			User	0		1		-	
Ephemeral Daemons invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+. Do not make any Injury rolls for a Pink Horror, Pink Horror Icon Bearer, P. Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimston Horrors model. This model is instead automatically taken out of action wh reduced to 0 wounds. The following rules apply when one of these models taken out of action. When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set 2 Blue Horrors within 1/2" of the slain model before it it removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never consider to have charged in the battle round in which they are set up. Blue Horrors a Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve Tests. PSYKER: MANIFEST 1 DENY 1 Psybolt has a warp charge value of 5. If manifested, the closest enemy models are provided to the purpose of Nerve Tests.	ABILITIES:										
Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimston Horrors model. This model is instead automatically taken out of action wh reduced to 0 wounds. The following rules apply when one of these models taken out of action. When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set 2 Blue Horrors within 1/2" of the slain model before it it removed. If thes models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never consider to have charged in the battle round in which they are set up. Blue Horrors a Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve Tests. PSYKER: MANIFEST 1 DENY 1 Psybolt has a warp charge value of 5. If manifested, the closest enemy models are not treated as part of your kill team to the purposes of Nerve Tests.	_				e of 5+. l	Pairs of E	Brimsto	ne Horr			
Psybolt has a warp charge value of 5. If manifested, the closest enemy mod	Split	Horro reduce take Horror 2 Blu moo weapor rep Brim Horror Special to have Pairs	ror Hor rs mod ed to 0 n out o Hornla dels can ons or c olace th nstone l or Icon cialist i lists. Bl	mblowered. This wounds faction blower cors with anot be sequipment at model Horrors Bearer, so taken on the faction of the fac	r, Iridesc model is s. The fo . When a or Iridesc ain 1/2" of set up, the ent. Whe el with 1 has no v Pink Ho out of ac cors and le battle ro Horrors	ent Hor instead a lowing rate Pink Horn of the slate a billity on a Blue Pair of Borror Hortion, any Pairs of Equation to the pound in	ror, Blu rules apportor, P ror is tak in mode has no Horror rimstor or equip rablowe Blue H brimstor which the reated as team is	e Horro tically ta bly wher ink Hor cen out el before effect. A is taken ne Horro forrors t ne Horro sey are s s part of broken	r or Pair ken out n one of ror Icon of action it it rem A Blue H out of a ors mode f a Pink descent H hat are so ors are n et up. Bl Your kil and are r	of Brim of action these me Bearer, a, you ca coved. If forror ha cction, ye el. A Pain Horror, Horror the et up are ever con ue Horr l team for not treat	stone n when odels is Pink n set up these is no ou can of Pink nat is a not sidered ors and or the
	PSYKER:	MANI	FEST 1	DEN	Y 1						
result of the Psychic test was 11+, the target suffers D3 mortal wounds inste	Psybolt	within	n 18" of	and vis	ible to th	ie psyker	suffers	1 morta	l wound	(pg 33)	. If the

									8	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodreaper	6"	3+	3+	4	3	1	2	7	6+	1
WEAPON	RANGE	TY	PE	S	AP		D		ABILITIE	S
Hellblade	Melee	Me	lee	User	-3		1	wound	y attacks w I roll of 6+ on have a I eristic of 2	for thi
ABILITIES:									01 21	
Daemonic			7	This mode	el has a 5	+ invu	lnerab	le save.		
Unstoppable Ferocity	You car	n add 1		Attacks : y in a bat					a model w d.	rith thi
SPECIALISM:	СОМВ	AT								
Expert Fighter			Ado	d 1 to this	model's	Attacl	ks char	acteristic		
Experience:			l□ F	lesh Wou	ınds: □□	ı□ Co	onvale	scence: 🗆	New Re	cruit: [
									11	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Plaguebearer Icon Bearer	5"	4 +	4+	4	4	1	1	. 7	6+	1
WEAPON	RANGE	TY	PE	S	AP		D		ABILITIE	S
Icon of Nurgle	Subtract	1 from		æadership odels equ				•	ls within 6	5" of an
Plaguesword	Melee	Me	lee	User	0		1		an re-roll 1 for this	
ABILITIES:										
Daemonic			7	This mod	el has a 5	+ invu	lnerab	le save.		
Disgustingly Resilient	Each tin	ne a mo	odel w		oility lose s not lose				on a 5+ th	e mode
Experience:			I□ F	lesh Wou	ınds: □□	l□ Co	onvale	scence: 🗆	New Re	cruit:
									7	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	. 7	6+	-
WEAPON	RANGE	TY	PE	S	AP		D		ABILITIE	S
Hellblade	Melee	Me	lee	User	-3		1	wound	y attacks w l roll of 6+ on have a I eristic of 2 of 1.	for th
ABILITIES:							1 1	1		
ABILITIES: Daemonic			7	This mod	el has a 5	+ invu	Inerab	ie save.		
	You car	n add 1	to the		and Strei	ngth ch	naracte	ristics of	a model w d.	rith thi

									7	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TY	/PE	S	AP		D	A	BILITIES	3
Hellblade	Melee	M	elee	User	-3		1	Any attacks win wound roll of 6+ f weapon have a Da characteristic of 2 i of 1.		for thi Damage
ABILITIES:										
Daemonic				This mode	el has a 5+	⊦ invulı	nerabl	e save.		
Unstoppable Ferocity	You can	add 1		e Attacks a						ith this
Experience: □□[□□]	Flesh Wou	nds: □□	□ Co	nvales	cence: 🗆	New Re	cruit: [
									7	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TY	/PE	S	AP		D	A	BILITIES	;
Hellblade	Melee	M	elee	User	-3		1	Any a wound re weapon character	have a D	for thi
ABILITIES:										
Daemonic			,	This mode	el has a 5+	invuli	nerabl	e save.		
Unstoppable Ferocity	You can	add 1	abili	e Attacks a ty in a batt	le round	in whi	ch the	y charged.		
Experience: □□[]]	Flesh Wou	nds: □□	□ Co	nvales	cence: 🗆	New Re	cruit: [
									11	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter Icon Bearer	6"	3+	3+	4	3	1	1	7	6+	1
WEAPON	RANGE	TY	/PE	S	AP		D	A	BILITIES	3
Icon of Khorne	You ca	n re-ro		rge rolls fo odels equi					of any fr	iendly
Hellblade	Melee	M	elee	User	-3		1	Any attacks with a wound roll of 6+ for th weapon have a Damag characteristic of 2 instead of 1.		for thi
ABILITIES:										
Daemonic			,	This mode	el has a 5+	⊦ invulı	nerabl	e save.		
Unstoppable Ferocity	You can	add 1		e Attacks a ty in a batt						ith this
Experience: □□[]]	Flesh Wou	nds: □□	Co	nvales	cence: 🗆	New Re	cruit: [

							_		10	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter Hornblower	6"	3+	3+	4	3	1	1	7	6+	1
WEAPON	RANGI	E T \	/PE	S	AP		D	A	BILITIES	3
Instrument of Khorne	Add 1			_				DLETTE nt of Khoi	ne.	
Hellblade	Melee	M	elee	User	-3		1	wound r	have a D	for th Damage
ABILITIES:										
Daemonic			7	Γhis mode	el has a 5-	+ invu	Inerabl	e save.		
Unstoppable Ferocity	You ca	n add i				~		ristics of a s y charged.		ith thi
Experience: □□[□□ F	lesh Wou	nds: □□	□ Co	nvales	cence: □	New Re	cruit:
									8	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MA
Alluress	7"	3+	3+	3	3	1	3	7	6+	1
NEAPON	RANGI	E T Y	/PE	S	AP		D	A	BILITIES	;
Piercing Claws	Melee	М	elee	User	-1		1	wound resolved	on, that l	for th hit is AP of
BILITIES:										
Daemonic			ï	Γhis mode	el has a 5-	+ invul	Inerabl	e save.		
Quicksilver Swiftness								the Hami		
Experience: □□[□□ F	lesh Wou	nds: □□	□ Cc	nvales	cence: □	New Re	cruit:
									7	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGI	E T \	/PE	S	AP		D	A	BILITIES	3
Hellblade	Melee	М	elee	User	-3		1	wound r	have a D	for th Jamag
ABILITIES:										
Daemonic			1	Γhis mode	el has a 5-	+ invul	Inerabl	e save.		
Unstoppable	Үон са	n add	1 to the	Attacks a	ınd Stren	oth ch	aracter	ristics of a	model w	ith thi
Ferocity								y charged.		