	CHAOS aos Daem	HATHSKIMMER - Maeistrom Sage Varinay												152 Pts			
1	7		*	3		THE STATE OF THE S						X	144		0		
Full HP	12"	18"	- A0000-100-100-0	3+	4+	4		11	11	9	9	3	4	7+	3	6+	4++/3-
Mid HP	8"	12"		4+	5+	4		10	10	8	6	2	4	8+	2	6+	4++/3+
Low HP	4"	6"		5+	6+	4		9	9	7	3	1	4	9+	1	6+	4++/3+
							Uı	nit Aptitu	des								
ateskimmer			While this	s model is l	eading a un	nit, melee v	veapons eq	uipped by r	models in th	nat unit hav	ve the Letha	al hits Spec	rial rules.				
tider of the Immate	erial Winds				ne end of you				l's unit is no	ot within E	ngagement	Range of o	one or more	e enemy un	its, you can	remove th	nat unit
explosive Deadly De	emise		When this	s model is o	destroyed, t	hrow one l	D6 for each	n units withi	in 6". On a	4+, the uni	t suffers 1 r	nortal wou	ınd.				
<b>I</b> ark of Tzeentch			Once per	turn, the fi	rst time a sa	wing throw	is failed fo	or this unit,	the Damage	e character	istic of that	attack is cl	nanged to 0.				
							Unit	t Special 1	Rules								
ndependent Charac	eter / Deep S	Strike / Dae	emon / Fear	r / Lone O <sub>l</sub>	perative / C	hariot / Ps	yker (3)										
							Psv	chic Don	nains								

Change - PanDæmoniac Tzeentch - Tzeentch

Weapons	森	$\Phi$			<b>(7)</b>	<b>₫</b>	Pts
Arcane Fireball - Witchfire	18"	3	5	-1	<b>D</b> 3	Psychic	0
Arcane Fireball - Focused Witchfire	18"	3	6	-2	<b>D</b> 3	Psychic - Hazardous - Devastating Wounds	0
Close combat weapon	Melee	User	User	0	1	Melee	0
Lamprey bites	Melee	User	User	-2	2	Melee - Extra Attacks - Armourbane	12
	Faction 2	Aptitudes				$\mathbf{U}_{1}$	nit type

Daemonic Instability

Daemonic Incursion

Shadow of Chaos

Vehicle

Daemonic Terror