CHAOS								HODDODS Warmflame Phontogras									200 Pts	
Chaos Daemons							HORRORS - Warpflame Phantasms									200 Fts		
20	ť		W		<b>(</b>				6			X	144		<b>©</b>		0	
Pink Horrors	6"			3+	4+	2	3				1	3	4	7+	2	6+	5++/4-	
Blue Horrors	5"			4+	5+	2	2				1	2	4	8+	1	7+	6++/5	
Brimstone Horrors	4"			5+	6+	2	1				1	1	4	9+		8+	7++/6	
							Uni	t Aptit	udes									
Blood Begets Blo	od				el in this u ound roll		es a melee	attack, r	e-roll a W	ound ro	ll of 1. <b>I</b> f th	at attack	targets a	unit that	is Below	Half-stre	ngth, yo	
Dæmonic Icon			Models i	n the bea	rer's unit	have the	ir Leader	ship char	acteristic i	improve	d by 1.							
Mark of Tzeentch			Once pe	r turn, the	e first time	e a saving	g throw is	failed for	this unit,	the Dan	nage chara	cteristic o	of that atta	ick is cha	nged to 0			
nstrument of Cha	ios		Add 1 to	Charge 1	olls made	e for the	bearer's u	nit.										
							Unit S	Special	Rules									
Deep Strike / Dae	mon / Fe	ear / Brot	herhood o	of Sorcere	ers / Psyko	er (1)												
							Psych	nic Do	mains									
Change - Pan <b>D</b> ær	noniac T	zeentch -	Tzeentch															
Weapons				3	*	<b>(</b>	2		49			Ø.			Nb	Pts		
Blue claws					Me	elee	User	+1	0	1	Melee					20		
nae ciaws					18	8"	3	3	-1	1	Assault -	Psychic				20		
	lames																	
Coruscating blue f					18	8"	2	4	-1	1	Assault -	Psychic				20		
Coruscating blue f	flames				18 18		2 4	4 2	-1 -1	1 1	Assault - Assault -	·						
Coruscating blue for Coruscating pink to Coruscating yellow	flames				18					1 1 1		·				20		
Coruscating blue for Coruscating pink to Coruscating yellow Vink claws	flames				18 <b>M</b> e	8"	4	2	-1	1 1 1 1	Assault -	·				20 20		
Coruscating blue for the coruscating pink is Coruscating yellow Pink claws Yellow claws	flames				18 Me Me	8" :lee :lee	4 +1	2 +2 User	-1 0	1 1 1	Assault - Melee	·			Ţ	20 20 20	oe	