


















CHAOS				SKULL CANNON - Infernal Skullthrower											173 Pts		
Chaos Daemons																	
1																	
Full HP	8"	12"		3+	3+	5		12	12	10	9	2	4	7+	3	4+	4++/3++
Mid HP	5"	7"		4+	4+	5		11	11	9	6	1	4	8+	2	4+	4++/3++
Low HP	3"	4"		5+	5+	5		10	10	8	3		4	9+	1	4+	4++/3++
Unit Aptitudes																	
Skulls of the Fallen			In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.														
Gorefeast			Whenever this model's Hammer of Wrath hits cause one or more unsaved Wounds in a single phase, roll a D6 - on a score of 4+, the model regains a single Wound lost earlier in the game.														
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														
Mark of Khorne			Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.														
Unit Special Rules																	
Deep Strike / Daemon / Fear / Furious Charge / Chariot																	
Psychic Domains																	

[illegible]