
























CHAOS																	
Chaos Daemons				BURNING CHARIOT - Flameweaver Warwagon												146 Pts	
1																	
Full HP	12"	18"		4+	3+	5		11	11	9	9	6	4	7+	3	6+	4++/3++
Mid HP	8"	12"		5+	4+	5		10	10	8	6	5	4	8+	2	6+	4++/3++
Low HP	4"	6"		6+	5+	5		9	9	7	3	4	4	9+	1	6+	4++/3++
Unit Aptitudes																	
Warpflame			At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule, must take a Toughness test. If the test is failed, the unit immediately suffers D3 Mortal Wounds. If the test is passed, all models in that unit gain the Feel no Pain (6+) special rule for the rest of the game. Any models in the unit that already have the FnP special rule instead gain +1 to all FnP rolls.														
Eldritch Flames (Psychic)			In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.														
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 Tzeentch			Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.														
Unit Special Rules																	
Deep Strike / Daemon / Fear / Chariot																	
Weapons															Nb	Pts	
Fire of Tzeentch - Blue fire					18"	3	9	-3	3	Assault - Ignores Cover - Psychic					1	14	
Fire of Tzeentch - Pink fire					Template	1	5	-1	2	Assault - Ignores Cover - Psychic					1	10	
Flamermouths					Melee	User	User	0	1	Melee					1		
Lamprey bites					Melee	User	User	-2	2	Melee - Extra Attacks - Armourbane					2	12	
Faction Aptitudes															Unit type		
Daemonic Instability	Shadow of Chaos		Daemonic Manifestation				Daemonic Terror	Daemonic Incursion							Vehicle		