CHAOS

Chaos Daemons

FLUXMASTER - Chromelord Xanathos

100 Pts

1																	
	12"			3+	4+	3	4				4	4	4	7+	1	6+	5++/4++

Unit Aptitudes

Fluxmaster	While this model is leading a unit, each time an attack is made against that unit, subtract 1 form the Hit roll.
Altered Reality (Psychic)	Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.
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

Independent Character / Deep Strike / Daemon / Fear / Lone Operative / Psyker (2)

Psychic Domains

Change - PanDæmoniac Tzeentch - Tzeentch

Weapons							Nb	Pts
Arcane Fireball - Witchfire	18"	3	5	-1	D3	Psychic	1	
Arcane Fireball - Focused Witchfire	18"	3	6	-2	D3	Psychic - Hazardous - Devastating Wounds	1	
Close combat weapon	Melee	User	User	0	1	Melee	1	

Faction Aptitudes

Daemonic Instability | Shadow of Chaos | Daemonic Manifestation | Daemonic Terror | Daemonic Incursion

Unit type

Jetbike