
























CHAOS				SCREAMERS - Howling Phantoms												216 Pts	
Chaos Daemons																	
6																	
	14"				4+	6	4				3	3	4	7+	1	6+	5++/4++
Unit Aptitudes																	
Slashing Dive		In your Movement phase, after this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.															
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																	
Weapons													Nb	Pts			
Lamprey bites				Melee	User	User	-2	2	Melee - Extra Attacks - Armourbane				6	36			
Faction Aptitudes														Unit type			
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation				Daemonic Terror		Daemonic Incursion				Beast / Jetbike					