	CHAOS aos Daem					HORRORS - Warpflame Phantasms									200 Pts		
20	(TEN TO			(3)			X	144		0		
Pink Horrors	6"	\$ 00000mmmmmmmmmmmmm	• 000000000000000000000000000000000000	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
							Uı	nit Aptitu	ıdes								
Blood Begets Blood			Each time roll instead		n this unit m	nakes a me	lee attack, 1	re-roll a W	ound roll of	1. If that a	attack target	s a unit tha	t is Below I	Half-strengt	h, you can	re-roll the	Wound
Dæmonic Icon			Models in	the bearer	's unit have	a Leaders	hip charact	eristic of 6	+.								
Mark of Tzeentch			Once per	turn, the fi	rst time a sa	wing throw	is failed fo	or this unit,	the Damage	e character	istic of that	attack is ch	anged to 0.				
nstrument of Chaos			Add 1 to (Charge roll	s made for	the bearer'	s unit.										
							Unit	Special	Rules								
Deep Strike / Daemon	/ Fear / ?	Brotherhood	d of Sorcer	ers / Psyke	er (1)												
							Psy	chic Dor	nains								

	**	(1)				.*	
Weapons	*	Ф				©	Pts
Blue claws	Melee	User	+1	0	1	Melee	0
Coruscating blue flames	18"	3	3	-1	1	Assault - Psychic	0
Coruscating pink flames	18"	2	4	-1	1	Assault - Psychic	0
Coruscating yellow flames	18"	4	2	-1	1	Assault - Psychic	0
Pink claws	Melee	+1	+2	0	1	Melee	0
Yellow claws	Melee	User	User	0	1	Melee	0
	Faction	n Aptitudes					Unit type
Daemonic Terror	Daemonic Incursion Da	aemonic Insta	bility	Shao	dow of C	haos	Infantry