

















CHAOS			BURNING CHARIOT - Flameweaver Warwagon											146 Pts				
Chaos Daemons																		
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																		
Psychic Domains																		

[illegible]