

CHAOS
Chaos Daemons

SCREAMERS - Howling Phantoms

216 Pts

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

Psychic Domains

[illegible]