
























CHAOS				FURIES - Fluxwing Fiends											60 Pts		
Chaos Daemons																	
6																	
6"				4+		4	3			1		2	4	8+	1	6+	5++/4++
Unit Aptitudes																	
Prey on the Weak			Each time this model makes an attack that targets an enemy unit that is Battle-shocked, add 1 to the Wound roll.														
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	
Daemonic claws					Melee		User	User	0	1	Melee				6		
Faction Aptitudes															Unit type		
Daemonic Instability		Shadow of Chaos		Daemonic Manifestation			Daemonic Terror		Daemonic Incursion			Beast / Jump					