

CHAOS

Chaos Daemons

9



9"



4+



5+



4



4



3



3



4



7+



1



6+



5++/4++

FLAMERS - Charred Conveyance of Chaos

351 Pts

Unit Aptitudes

Bounding Leaps

This unit is eligible to shoot in a turn in which it Fell Back.

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.

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

Flamermouths

Melee

User

User

0

1

Melee

9

Flickering flames

Template

1

4

-1

2

Assault - Ignores Cover - Psychic

9

81

Faction Aptitudes

Unit type

Daemonic
Instability

Shadow of Chaos

Daemonic Manifestation

Daemonic
Terror

Daemonic
Incursion

Beast / Jump