
























CHAOS				HORRORS - Essence Conjurers												200 Pts	
Chaos Daemons																	
20																	
Pink Horrors	6"			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++
Unit Aptitudes																	
Blood Begets Blood			Each time a model in this unit makes a melee attack, re-roll a Wound roll of 1. If that attack targets a unit that is Below Half-strength, you can re-roll the Wound roll instead.														
Dæmonic Icon			Models in the bearer's unit have a Leadership characteristic of 6+.														
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.														
Instrument of Chaos			Add 1 to Charge rolls made for the bearer's unit.														
Unit Special Rules																	
Deep Strike / Daemon / Fear / Brotherhood of Sorcerers / Psyker (1)																	
Psychic Domains																	
Change - PanDæmoniac Tzeentch - Tzeentch																	
Weapons																Nb	Pts
Blue claws				Melee	User	+1	0	1	Melee							20	
Coruscating blue flames				18"	3	3	-1	1	Assault - Psychic							20	
Coruscating pink flames				18"	2	4	-1	1	Assault - Psychic							20	
Coruscating yellow flames				18"	4	2	-1	1	Assault - Psychic							20	
Pink claws				Melee	+1	+2	0	1	Melee							20	
Yellow claws				Melee	User	User	0	1	Melee							20	
Faction Aptitudes																	Unit type
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation				Daemonic Terror		Daemonic Incursion							Infantry		