	Cha	CHAOS aos Daemo	ns	HORRORS - Screamweavers											200 Pts		
20	7		*		(4)	THE STATE OF THE S						X	+4+		0		
Pink Horrors	6"	V.00000	-000	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+
								it <b>A</b> ptitu									
Blood Begets Blood			Cach time oll instead		this unit n	nakes a me	lee attack, r	re-roll a W	ound roll of	1. If that a	attack target	s a unit tha	t is Below l	Half-strengt	h, you can	re-roll the	Wound
Dæmonic Icon		N	Models in	the bearer	's unit have	a Leaders	hip charact	eristic of 6-	⊦.								
Mark of Tzeentch		C	nce per t	urn, the fir	rst time a sa	ving throw	is failed fo	r this unit,	the Damage	e character	istic of that	attack is ch	nanged to 0.				
nstrument of Chaos		A	Add 1 to C	harge rolls	s made for	the bearer'	's unit.										
							Unit	Special	Rules								
Deep Strike / Daemon	/ Fear / I	Brotherhood o	of Sorcere	ers / Psyke	r (1)												
							Penz	chic Don	nains								

Change - PanDæmoniac Tzeentch - Tzeentch

	**	<b>(1)</b>				.*	
Weapons	*	Ф				<b>©</b>	Pts
Blue claws	Melee	User	+1	0	1	Melee	0
Coruscating blue flames	18"	3	3	-1	1	Assault - Psychic	0
Coruscating pink flames	18"	2	4	-1	1	Assault - Psychic	0
Coruscating yellow flames	18"	4	2	-1	1	Assault - Psychic	0
Pink claws	Melee	+1	+2	0	1	Melee	0
Yellow claws	Melee	User	User	0	1	Melee	0
	Faction	n Aptitudes					Unit type
Daemonic Terror	Daemonic Incursion Da	aemonic Insta	bility	Shao	dow of C	haos	Infantry