
























CHAOS																	
FURIES - Bloodfury Tormentors																	
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 Khorne				Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.													
Unit Special Rules																	
Deep Strike / Daemon / Fear / Furious Charge																	
Weapons															Nb	Pts	
Dæmonic 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				