

















CHAOS					HORRORS - Warpflame Phantasms												200 Pts			
20	Chaos Daemons																			
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																				

[illegible]