

CHAOS

Chaos Daemons

EXALTED FLAMER - Pyroclasmic Herald

110 Pts

1



9"



3+



4+



5



4



6



4



6



7+



1



6+



5++/4++

Unit Aptitudes

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.

Eldritch Flames (Psychic)

In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

Flames of Change (Psychic)

In your Shooting phase, after this model has shot, select one enemy unit Vehicle and Monstruous Creature hit by one or more of those attacks, and roll one D6. On a 4+, until the end of your opponent's next turn, that enemy unit is aflame. While a unit is aflame, subtract 2" from its Move characteristic and subtract 2 from Advance Move and Charge roll made for it.

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

Independent Character / Deep Strike / Daemon / Fear / Lone Operative

Weapons



Nb

Pts

Fire of Tzeentch - Blue fire

18"

3

9

-3

3

Assault - Ignores Cover - Psychic

1

14

Fire of Tzeentch - Pink fire

Template

1

5

-1

2

Assault - Ignores Cover - Psychic

1

10

Flamermouths

Melee

User

User

0

1

Melee

1

Lamprey bites

Melee

User

User

-2

2

Melee - Extra Attacks - Armourbane

1

6

Faction Aptitudes

Unit type

Daemonic
Instability

Shadow of Chaos

Daemonic Manifestation

Daemonic
Terror

Daemonic
Incursion

Beast