
























CHAOS																	
Dæmon PRINCE OF CHAOS - Ignixis the Incandescent																	
277 Pts																	
Chaos Daemons																	
1																	
Full HP	12"			3+	2+	6	9				10	6	8	6+	3	2+	4++/3++
Mid HP	11"			4+	3+	5	8				7	5	8	7+	2	2+	4++/3++
Low HP	10"			5+	4+	4	7				3	4	8	8+	1	2+	4++/3++
Unit Aptitudes																	
Malefic Destruction		Once per battle, at the start of the Fight phase, this model can use this special rule. If it does, until the end of the phase, add 3 to the Attacks characteristic of this model's melee weapons.															
Warp Mutation		If the bearer slays an enemy Character or Monstrous Creature, roll a D6: on the roll of a 2+ the victim is transformed into a Chaos Spawn under the control of the Dæmon player. Place a new Chaos Spawn model (under your control), anywhere within 6" of the victim that is more than 1" from any unit (friend or foe) and impassable terrain. Once you have placed the Chaos Spawn remove the victim as a casualty.															
Harbinger of Death		Each time this model is selected to fight, select one of the following Special rule, Lethal Hits, Precision, Sustained Hits 1. Until the end of the phase, this model's melee weapons have that special rule.															
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 / Lone Operative / Deep Strike / Daemon / Fear- Psyker (3)																	
Psychic Domains																	
Change - PanDæmoniac Tzeentch - Tzeentch																	
Weapons													Nb		Pts		
Infernal cannon				24"	6	5	-1	2	Psychic				1				
Mutating Warblade - Strike				Melee	User	x2	-2	3	Melee - Specialist - Psychic - Warp Mutation				1		20		
Mutating Warblade - Sweep				Melee	x2	User	0	1	Melee - Specialist - Psychic - Warp Mutation				1		17		
Faction Aptitudes																	
Unit type																	
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation				Daemonic Terror		Daemonic Incursion				Monster / Jump					