
























CHAOS																		
Chaos Daemons										HORRORS - Screamweavers							200 Pts	
20																		
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 their Leadership characteristic improved by 1.															
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																		
Weapons														Nb	Pts			
Blue claws				Melee	User	+1	0	1	Melee					20				
Coruscating blue flames				18"	3	3	-1	1	Assault - Psychic					20				
Coruscating pink flames				18"	2	4	-1	1	Assault - Psychic					20				
Coruscating yellow flames				18"	4	2	-1	1	Assault - Psychic					20				
Pink claws				Melee	+1	+2	0	1	Melee					20				
Yellow claws				Melee	User	User	0	1	Melee					20				
Faction Aptitudes																Unit type		
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation				Daemonic Terror		Daemonic Incursion						Infantry				