CHAOS Chaos Daemons							HORRORS - Warpflame Phantasms										200 Pts	
20	7		W		((E)			6			X	144		©		0	
Pink Horrors	6"			3+	4+	2	3			<u> </u>	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+	
							Uni	t Aptit	ıdes									
Blood Begets Bloo	od				el in this u ound roll		es a melee	attack, r	e-roll a W	ound ro	ll of 1. If t	that attacl	k targets a	unit that	is Below	Half-stre	ngth, yo	
Dæmonic Icon			Models i	n the bea	rer's unit	have a L	eadership	characte	eristic of 6	+.								
Mark of Tzeentch			Once pe	r turn, the	e first time	e a saving	g throw is	failed for	this unit,	the Dan	nage chara	acteristic	of that atta	ack is cha	nged to 0			
nstrument of Cha	ios		Add 1 to	Charge 1	olls made	e for the	bearer's u	nit.										
							Unit S	Special	Rules									
Deep Strike / Dae	mon / Fe	ear / Brotl	herhood o	of Sorcere	ers / Psyko	er (1)												
							Psych	nic Doi	mains									
Change - PanDæn	noniac T	zeentch -	Tzeentch															
Weapons					*	*	(2		49			Ø,			Nb	Pts	
Blue claws					Me	elee	User	+1	0	1	Melee					20		
Coruscating blue f	lames				18	8"	3	3	-1	1	Assault -	Psychic				20		
Coruscating pink f	lames				18	8"	2	4	-1	1	Assault -	Psychic				20		
Coruscating yellow	v flames				18	8"	4	2	-1	1	Assault -	Psychic				20		
Pink claws					Me	elee	+1	+2	0	1	Melee					20		
Yellow claws					Me	elee	User	User	0	1	Melee					20		
					Fa	ction	Aptitud	es							τ	Jnit ty	pe	
Daemonic Instability Shadow of Chao			s Daemonic Manifestation			ion		nonic rror	Daemonic Incursion							Infantry	7	