
























CHAOS																			
Chaos Daemons					FURIES - Bloodfury Tormentors										60 Pts				
6																			
6"				4+		4	3			1		2	4	8+	1	6+	5++/4++		
Unit Aptitudes																			
Prey on the Weak			Each time this model makes an attack that targets an enemy unit that is Battle-shocked, add 1 to the Wound roll.																
Mark of Khorne			Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.																
Unit Special Rules																			
Deep Strike / Daemon / Fear / Furious Charge																			
Weapons																		Nb	Pts
Dæmonic claws					Melee	User	User	0	1	Melee								6	
Faction Aptitudes																Unit type			
Daemonic Instability	Shadow of Chaos		Daemonic Manifestation				Daemonic Terror		Daemonic Incursion								Beast / Jump		