

CHAOS																				
Chaos Daemons										SKULL CANNON - Infernal Skullthrower						173 Pts				
1																				
Full HP	8"	12"		3+	3+	5			12	12	10	9	2	4	7+	3	4+	4++/3++		
Mid HP	5"	7"		4+	4+	5			11	11	9	6	1	4	8+	2	4+	4++/3++		
Low HP	3"	4"		5+	5+	5			10	10	8	3		4	9+	1	4+	4++/3++		
Unit Aptitudes																				
Skulls of the Fallen			In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Moral test.																	
Gorefeast			Whenever this model’s Hammer of Wrath hits cause one or more unsaved Wounds in a single phase, roll a D6 - on a score of 4+, the model regains a single Wound lost earlier in the game.																	
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.																	
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 / Chariot																				
Weapons																			Nb	Pts
Biting maw					Melee	User	User	0	2	Melee - Lethal Hits								1		
Skull cannon					48"	2	9	-1	D3+1	Heavy - Blast								1	21	
Attendants’ hellblades					Melee	User	+1	-2	2	Melee - Extra AttacksSoul								2	22	
Faction Aptitudes																	Unit type			
Daemonic Instability	Shadow of Chaos		Daemonic Manifestation				Daemonic Terror		Daemonic Incursion							Vehicle				