


















CHAOS
Chaos Daemons

Dæmon PRINCE OF CHAOS - Ignixis the Incandescent

277 Pts

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 hellforged 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 hellforged 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

[illegible]