
























CHAOS				FURIES - Fluxwing Fiends											60 Pts			
Chaos Daemons																		
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 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																		
Deep Strike / Daemon / Fear																		
Weapons																	Nb	Pts
Daemonic 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		