FLAMERS - CHAOS - CHAOS DAEMONS

65–130 PTS

FLAMER

M	T	Sv	W	LD	OC
9"	4	7+	3	7+	1

INVULNERABLE SAVE 4+

PYROCASTER

M	T	Sv	W	LD	OC
9"	4	7+	3	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

2-5x Flamer - Equipped with: Flickering Flames, Flamer mouths (32mm)
1x Pyrocaster - Equipped with: Flamer mouths, Flickering Flames (32mm)

KEYWORDS: Infantry, Fly, Chaos, Daemon, Tzeentch, Flamers, Tzeentch non-Battleline, Shadow Legion

FACTION KEYWORDS: Legiones Daemonica

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flickering Flames IGNORES COVER, PSYCHIC, TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	3	4+	4	0	1

ABILITIES

Bounding Leaps
This unit is eligible to shoot in a turn in which it Fell Back.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as psychic attacks (this can be important for the triggering of other rules).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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FACTION RULES

The Shadow of Chaos
If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.