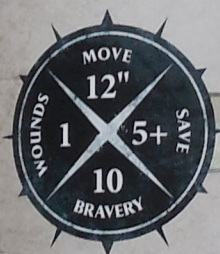




## FURIES



### MELEE WEAPONS

Hooked Claws

| Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------|---------|--------|----------|------|--------|
| 1"    | 2       | 4+     | 4+       | -    | 1      |

### DESCRIPTION

A unit of Furies can have any number of models. Furies dive down to attack their prey with their Hooked Claws.

#### FLY

Furies can fly.

### ABILITIES

**Shadows of the Dark Gods:** If you wish, when setting up this unit, you can pick one of the following keywords to apply to this unit for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

**Prey Upon Terror:** Roll a dice every time an enemy unit fails a battleshock test within 12" of any Furies. On a roll of 4 or more an additional model from the same unit is pounced upon and devoured by the Furies.

### MAGIC

**CHAOS WIZARDS** know the Summon Furies spell, in addition to any others they know.

#### SUMMON FURIES

Summon Furies has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Furies within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Furies instead.

### KEYWORDS

CHAOS, DAEMON, FURIES