

### Army List Entries

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer or Warhammer 40,000. The unit can be used as part of any army or detachment that corresponds to the Race or Faction listed on the Battlescroll or Dataslate (see above). Battlescrolls can only be used in games of Warhammer, and Dataslates can only be used in games of Warhammer 40,000.

### Formations

Formations list several units, rather than just one. When you choose an army, you can take one or more Formations as part of your army. The Battlescroll or Dataslate will tell you what units you need to take in order to field the Formation and any extra options or restrictions that apply to the units that make it up. Army List Entries for each unit in the Formation (unit profiles, points values, unit size, options, special rules, etc.) can be found in the army book or Codex for the unit in question.

## WARHAMMER 40,000 DATASLATE: EXALTED FLAMER OF TZEENTCH

WS	BS	S	T	W	I	A	Ld	SV
4	4	4	4	3	4	3	7	-

Exalted Flamer

RACE: Chaos Daemons

BATTLEFIELD ROLE: HQ (Counts as one Herald)

UNIT TYPE: Infantry (Character).

UNIT COMPOSITION: 1

POINTS: 50 points

DAEMONIC GIFTS: Blue Fire of Tzeentch, Pink Fire of Tzeentch. (See Codex: Chaos Daemons, page 61.)

SPECIAL RULES: Daemon of Tzeentch, Daemonic Instability, Deep Strike, Independent Character, Warpflame. (See Codex: Chaos Daemons, page 61.)

## WARHAMMER BATTLESCROLL: EXALTED FLAMER OF TZEENTCH

RACE: Daemons of Chaos

UNIT CATEGORY: Heroes

M	WS	BS	S	T	W	I	A	Ld
6	4	4	4	4	3	4	3	7

Exalted Flamer

TROOP TYPE: Infantry (Character)

UNIT SIZE: 1

POINTS: 90 points

SPECIAL RULES: Daemon of Tzeentch, Daemonic, Warpflame. (See Warhammer: Daemons of Chaos, page 26.)

**Exalted Fire of Tzeentch:** During the Shooting phase, the Exalted Flamer can shoot either Pink Fire or Blue Fire. This can be done even if the Exalted Flamer moved in the preceding Movement phase. Pink Fire uses the rules for fire throwers, Blue Fire uses the rules for grapeshot.

Name	Range	Strength	Special
Pink Fire	n/a	D6	Slow to Fire, Warpflame
Blue Fire	12"	D6+3	Slow to Fire, Warpflame

If a misfire is rolled when resolving Pink Fire or Blue Fire, the Exalted Flamer suffers D6 Strength D6 hits with the Warpflame special rule. Armour saves cannot be taken against Wounds caused by these hits.

**Warpflame:** At the end of each phase, any unit that suffered one or more unsaved Wounds from an attack with this special rule (or from an attack made by a model with this special rule) during that phase must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour saves allowed. If the test is passed, all models in that unit gain the Regeneration (6+) special rule for the rest of the game. Any models in the unit that already have the Regeneration special rule instead gain +1 to all Regeneration saving throws for the rest of the game. Chaos is fickle!