

• WARSCROLL •



SCIONS OF THE FLAME

The Scions of the Flame seek nothing less than to immolate the realms in a tide of fire. Natives of Aqshy, they are zealous worshippers of Chaos as the Ever-Raging Flame, and delight in bringing burning death to their foes.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flameburst Pots	8"	1	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scion Weapons	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Scions of the Flame has any number of models, each armed with Scion Weapons and Flameburst Pots.

BLAZING LORD: 1 in every 8 models in this unit must be a Blazing Lord. Add 1 to the Attacks characteristic of a Blazing Lord's melee weapons.

BRAZEN CHAMPION: 1 in every 8 models in this unit must be a Brazen Champion. Brazen Champions have a Wounds characteristic of 2.

INFERNO PRIEST: 1 in every 8 models in this unit must be an Inferno Priest. You can re-roll hit rolls of 1 for attacks made with this unit's Flameburst Pots while it includes any Inferno Priests.

IMMOLATOR: 1 in every 8 models in this unit must be an Immolator. Add 1 to the Attacks characteristic of an Immolator's melee weapons.

ABILITIES

All Shall Burn: *Hungry flames spread through the enemy's ranks as the Scions bombard the foe with burning projectiles.*

If the unmodified hit roll for an attack made with a missile weapon by this unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CULTISTS, SCIONS OF THE FLAME