CHAOS SPAWN

60 PTS

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M	T	Sv	W	LD	OC
8"	5	4+	4	7+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous Mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Mind-breaking Mutations (Aura)
While an enemy unit (excluding VEHICLES) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations (50mm)

KEYWORDS: Beast, Chaos, Chaos Spawn
FACTION KEYWORDS: Heretic Astartes