CHAOS SPAWN (FLESH CHANGE)

65 PTS

CHAOS SPAWN

M	T	Sv	W	LD	OC
8"	5	4+	4	7	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

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

ABILITIES

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Regenerating Monstrosities
At the start of each player's Command phase, one model in this unit regains up to 3 lost wounds.

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.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

AUFSTELLUNG

1x Chaos Spawn - Equipped with: Hideous Mutations

KEYWORDS: Beast, Chaos, Tzeentch, Spawn, Mutant
FACTION KEYWORDS: Thousand Sons