

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.



AUFSTELLUNG

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



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