

CHAOS - CHAOS SPACE MARINES

CHAOS SPAWN

Dark Pacts Feel No Pain 5+

M8"

T5

SV4+

W4

LD7+

OC0

60 PTS

Base 50mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Hideous Mutations

RMeleeA D6+2WS4+S5AP-1D2

VERWUNDET

2+T1-23+T3-44+T55+T6-96+T10+

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT
W5 · RW 4+ · 4 LP je Modell
WIRD VERWUNDET MIT

2+S10+3+S6-94+S55+S3-46+S1-2

RETTUNGSWURF JE DS

DS 04+DS -15+DS -26+DS -3-DS -4-

Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ
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.
Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

AUFSTELLUNG
2x Chaos Spawn - Equipped with: Hideous Mutations