

CHAOS - CHAOS SPACE MARINES

CHAOS SPAWN

Dark Pacts Feel No Pain 5+

M

8"

T

5

SV

4+

W

4

LD

7+

OC

0

60 PTS

Base 50mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

4

ANGRIFF

5 NAHKAMPF

Hideous Mutations

R

A

WS

S

AP

D

Melee

D6+2

4+

5

-1

2

VERWUNDET

2+
T1-2

3+
T3-4

4+
T5

5+
T6-9

6+
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+

3+

4+

5+

6+

S10+

S6-9

S5

S3-4

S1-2

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

4+

5+

6+

-

-

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