

CHAOS - THOUSAND SONS

CHAOS SPAWN
(FLESH CHANGE)

M8"

T5

SV4+

W4

LD7

OC1

RW5+

65 PTS

Base —



- Feel No Pain 5+
- Lone Operative

1KOMMANDO

Regenerating Monstrosities

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

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

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

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.

GEGEN DIESE EINHEIT

W5 · RW 4+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 5++	DS -3 5++	DS -4 5++
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Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

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 u...

AUFSTELLUNG

1x Chaos Spawn - Equipped with: Hideous Mutations

KEYWORDS Beast, Chaos, Tzeentch, Spawn, Mutant · FRAKTION Thousand Sons