

CHAOS - THOUSAND SONS

CHAOS SPAWN

Feel No Pain 5+

M

8"

T

5

SV

4+

W

4

LD

7+

OC

1

RW

5+

65 PTS

Base 50mm



1 KOMMANDO

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

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

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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+.

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations

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