

CHAOS - WORLD EATERS

CHAOS SPAWN

Blessings of Khorne

Feel No Pain 5+

Scouts 8"

M

10"

T

5

SV

4+

W

4

LD

7+

OC

1

95 PTS

Base 50mm



1

KOMMANDO

2

BEWEGUNG

To Slake Its Rage

This unit is eligible to declare a charge in a turn in which it Advanced.

3

BESCHUSS

4

ANGRIFF

5

NAHKAMPF

Hideous Mutations

R	A	WS	S	AP	D
Melee	D6+4	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

VERTEIDIGUNG

IMMER / EINMALIG

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

Blessings of Khorne If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll.

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

Scouts 8" This ability always takes the form Scouts X".

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations

KEYWORDS Beast, Chaos, Khorne, Spawn · FRAKTION World Eaters