

CHAOS SPAWN

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M	T	SV	W	LD	OC
8"	5	4+	4	7+	0

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations (50mm)

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous Mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

RULES - Dark Pacts, Feel No Pain 5+

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.

