

CHAOS SPAWN

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M	T	SV	W	LD	OC
8"	7	4+	4	7+	1

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 - Deadly Demise 1, Feel No Pain 5+, Nurgle's Gift (Aura), Scouts 6"

Lethal Ichor

Each time a melee attack is allocated to a model in this unit, after the attacking unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound.

