CHAOS SPAWN - CHAOS - EMPEROR'S CHILDREN

70 PTS

CHAOS SPAWN

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	1

AUFSTELLUNG

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

KEYWORDS: Beast, Chaos, Slaanesh, Chaos Spawn

FACTION KEYWORDS: Emperor's Children

MELEE WEAPONS

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

ABILITIES

Scuttling Horrors
In your opponent's Movement phase, if an enemy unit ends a move within 8” of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6”.

FACTION RULES

Thrill Seekers
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.