

CHAOS - EMPEROR'S CHILDREN

CHAOS SPAWN

Feel No Pain 5+ Thrill Seekers

M10"

T5

SV4+

W4

LD7+

OC1

70 PTS

Base 50mm



1KOMMANDO

2BEWEGUNG
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".

3BESCHUSS

4ANGRIFF

5NAHKAMPF
Hideous Mutations
RMeleeA D6+2WS4+S5AP-1D2
VERWUNDET
2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT
W5 · RW 4+ · 4 LP je Modell
WIRD VERWUNDET MIT
2+ S10+ 3+ S6-9 4+ S5 5+ S3-4 6+ S1-2
RETTUNGSWURF JE DS
DS 0 4+ DS -1 5+ DS -2 6+ DS -3 - DS -4 -
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+.
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 cann...

AUFSTELLUNG
2x Chaos Spawn - Equipped with: Hideous Mutations

KEYWORDS Beast, Chaos, Slaanesh, Chaos Spawn · FRAKTION Emperor's Children