

CHAOS - EMPEROR'S CHILDREN

CHAOS SPAWN

Feel No Pain 5+

Thrill Seekers

M

10"

T

5

SV

4+

W

4

LD

7+

OC

1

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

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

VERWUNDET

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

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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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