

CHAOS SPAWN

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M	T	SV	W	LD	OC
10"	5	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 - Feel No Pain 5+, Thrill Seekers

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".

