

GIANT CHAOS SPAWN

[LEGENDS]

130 PTS

| M   | T | Sv | W  | LD | OC |
|-----|---|----|----|----|----|
| 10" | 8 | 4+ | 10 | 7+ | 3  |

INVULNERABLE  
SAVE



MELEE WEAPONS

| WEAPON                   | RANGE | A    | WS | S  | AP | D |
|--------------------------|-------|------|----|----|----|---|
| Churning fangs and claws | Melee | D6+6 | 3+ | 10 | -1 | 2 |

ABILITIES

- Gloom Rot**  
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.
- Murderer's Cowl**  
This unit is eligible to shoot and declare a charge in a turn in which it Advanced.
- Penumbral Puppetry**  
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.
- Regenerating Monstrosity**  
At the start of each player's Command phase, this model regains up to D3 lost wounds.
- Seductive Gambit**  
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.
- Shadow's Caress**  
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

FACTION RULES

- The Shadow of Chaos**  
If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:
  - Your deployment zone is always within your army's Shadow of Chaos.
  - At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
  - At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.
- DAEMONIC MANIFESTATION**  
While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).
- DAEMONIC TERROR**  
While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.
- Warp Rifts**  
Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

- 1x Giant Chaos Spawn  
[Legends]
- Equipped with:** Churning fangs and claws
- Wargear Options:**
  - This model can replace its Khorne with Nurgle, Slaanesh or Tzeentch.

**KEYWORDS:** Monster,  
Chaos, Giant Chaos Spawn,  
Shadow Legion

**FACTION KEYWORDS:**  
Legiones Daemonica

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CORE RULES

- Deep Strike**  
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- 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.

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