

GIANT CHAOS SPAWN [LEGENDS]

M	T	SV	W	LD	OC	
10"	8	4+	10	7+	3	

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.

✂ MELEE WEAPONS

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

ABILITIES

RULES - Deep Strike, Feel No Pain 5+, The Shadow of Chaos, Warp Rifts

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.

