

SPINED CHAOS BEAST [LEGENDS]

M	T	SV	W	LD	OC	
10"	10	4+	12	7+	4	

AUFSTELLUNG

1x Spined Chaos Beast [Legends]

Equipped with: Jagged claws and tusked maw

Wargear Options:

- This model can replace its Khorne with Nurgle, Slaanesh or Tzeentch.

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Jagged claws and tusked maw	Melee	6	3+	12	-2	3

ABILITIES

RULES - Deep Strike, 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.

Penumbra Puppetry

This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.



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.

Warp Spines

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

