



# TZEENTCH CHAOS SPAWN



Tzeentch Chaos Spawn are, if anything, even more horrifically mutated than others of their kind. Altered at the whim of the Great Mutator, they tear their prey limb from limb with their freakish array of claws, tentacles and hooked appendages.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freakish Mutations	1"	2D6	4+	4+	-	1

## DESCRIPTION

A unit of Tzeentch Chaos Spawn has any number of models, each armed with Freakish Mutations.

## ABILITIES

**Writhing Tentacles:** *The body of a Chaos Spawn is ever in flux, making them wildly unpredictable adversaries.*

If you roll a double when determining the number of attacks made by Freakish Mutations, add 1 to hit and wound rolls for attacks made by the attacking model until the end of the phase.

## KEYWORDS

CHAOS, MORTAL, TZEENTCH, SLAVES TO DARKNESS, CHAOS SPAWN