

# CHAOS SPAWN



Chaos Spawn are impossibly warped creatures, writhing wretches whose bodies are so twisted by mutation that they shamble mindlessly towards their enemies before lashing out with their many repulsive and lethal appendages.



## MELEE WEAPONS

Freakish Mutations

## Range

1"

## Attacks

2D6

## To Hit

4+

## To Wound

4+

## Rend

-

## Damage

1

## DESCRIPTION

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

## ABILITIES

**Curse of the Dark Gods:** *Chaos Spawn often bear the mark of their creator.*

You can choose one of the following keywords for this unit the first time it is set up: **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**.

**Writhing Tentacles:** *The bodies of these creatures are ever in flux, making them wildly unpredictable.*

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

## KEYWORDS

CHAOS, BEASTS OF CHAOS, MORTAL, SLAVES TO DARKNESS, CHAOS SPAWN