

HELL PIT ABOMINATION



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnashing Teeth	1"	6	3+	4+	✱	2
Flailing Fists	2"	✱	4+	3+	-1	3
Avalanche of Flesh	1"	D6	✱	3+	-	1

Wounds Suffered	DAMAGE TABLE		
	Gnashing Teeth	Flailing Fists	Avalanche of Flesh
0-2	-2	6	2+
3-4	-2	5	3+
5-6	-1	4	4+
7-8	-1	3	5+
10+	-	2	6+

DESCRIPTION

A Hell Pit Abomination is a single model. Each of these hideous mutant creations attacks its prey with dozens of Gnashing Teeth and a multitude of Flailing Fists. Hell Pit Abominations are so large that they can also crush their foes beneath an Avalanche of Flesh. Some Master Moulders have driven Warpstone Spikes into Hell Pit Abominations, the substance giving off a fell aura that disturbs the flow of many magic users.

ABILITIES

Regenerating Monstrosity: A Hell Pit Abomination heals D3 wounds in each of your hero phases.

Warpstone Spikes: WIZARDS within 12" of a Hell Pit Abomination with Warp Spikes must subtract one from all their casting rolls. This does not affect CHAOS WIZARDS.

Too Horrible to Die: The first time a Hell Pit Abomination is slain, roll a dice and consult the chart below:

- 1-2 – *Dead:* Remove this model from play as normal.
- 3-4 – *The Rats Emerge:* All units within 3" of this model immediately suffer D3 mortal wounds. Then remove this model from play as normal.
- 5-6 – *It's alive!* The model is not slain. Instead, it immediately heals D6 wounds.

KEYWORDS

CHAOS, MOULDER, MONSTER, HELL PIT ABOMINATION