



# GIGANTIC CHAOS SPAWN



Chaos Spawn are true abominations. They are twisted forms of reality and flesh, moving with an uncontrollable urge for carnage and slaughter. Such debased creatures are literally nightmares made flesh.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freakish Mutations	2"	2D6	4+	3+	-	1
Slavering Maws	1"	D6	4+	3+	☀	D3

DAMAGE TABLE		
Wounds Suffered	Move	Slavering Maws
0-2	3D6"	-2
3-4	2D6"	-2
5-7	2D6"	-1
8-9	D6"	-1
10+	D6"	-

## DESCRIPTION

A Gigantic Chaos Spawn is a single model armed with Freakish Mutations and Slavering Maws.

## ABILITIES

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

You can choose one of the following keywords to give to this unit the first time it is set up:

**KHORNE, NURGLE, SLAANESH or TZEENTCH.**

**Playing of the Dark Gods:** *Gifts bestowed by the Dark Gods can bless the receiver with a bounty of strength and stamina – or they can be the complete opposite, causing excruciating pain and anguish.*

At the start of your hero phase, roll a dice. On a 1, this model suffers D3 mortal wounds. On a 2+, you can heal up to D3 wounds allocated to this model. If you roll a 2+ and no wounds are allocated to this model, add D3 to its Wounds characteristic for the rest of the battle instead of healing D3 wounds.

**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 this model's Freakish Mutations, add 1 to hit and wound rolls for attacks made by this model until the end of the phase.

## KEYWORDS

CHAOS, MONSTERS OF CHAOS, MONSTER, GIGANTIC CHAOS SPAWN