

WARHAMMER GIANT SPINED CHAOS BEAST v1

Many horrors too foul to name spill from the Chaos Wastes. They are the foul abomination of Chaos, creatures taken by the dark gods and corrupted for their entertainment or possessed by ravenous daemons. Tormented and driven insane by its new hideous form, its soul driven by the base desires of the daemon within, the Chaos Beast seeks only to kill before being slain in its turn. Chaos Beasts come in many forms, but each is a creature of muscles, sinew, fangs and claws, with only one thought driving it, to charge headlong into the enemy, tearing and goring a bloody path across the battlefield.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	7	5	6	3	5	5

Unbreakable: Giant Spined Chaos Beast with no sense of their own mortality. They are therefore unbreakable as described on page 112 of the Warhammer rulebook.

Terror: Giant Spined Chaos Beast are huge monstrosities, with massive claws and fangs. It causes terror as described on pages 81-82 of the Warhammer rulebook.

Large Target: Giant Spined Chaos Beast are immense creatures and count as a large target.

Unit Strength: A Giant Spined Chaos Beast has a unit strength of 6.

Pts/model: 250

Rare Unit: A single Giant Spined Chaos Beast is a rare unit choice for any Chaos Army.