

WARHAMMER GIANT CHAOS SPAWN v1

The fickle nature of the dark gods means that any creature which is granted too many gifts of Chaos will eventually succumb to madness and corruption. As mutations run out of control a Chaos Spawn is created. These Spawn vary from animal or man-size to huge monstrosities. Just as they vary in size they also vary in shape, bloated bodies, wriggling tentacles, writhing limbs, claws, fangs, spines and gibbering mouths. Insane and mindless they are goaded into battle by the forces of Chaos, where they rampage amongst the enemy, causing terror and carnage in their wake. Having no mind or self-will a Spawn has no comprehension of danger and will keep attacking until it is slain. They are seen as useful but expendable assets by the warlords and champions of the Chaos gods.

M	WS	BS	S	T	W	I	A	Ld
2D6	4	0	6	5	6	2	D6+1	10

Special Movement: Spawn of Chaos are moved in the Compulsory Movement part of the Chaos player's movement phase, moving 2D6" each turn. The player has no control over the distance moved, but must nominate in which direction the Spawn will move before rolling the dice (this must be in a straight line).

If the Spawn's movement is sufficient to take it into an enemy unit then it counts as charging, following all of the normal rules. The target may make a charge response as normal, counting the Movement value rolled as the Spawn's maximum charge distance (for the purposes of fleeing, standing and shooting, etc).

Special Attacks: Chaos Spawn have a random number of attacks. This rolled at the start of every Close Combat phase. Roll to hit and wound as normal.

Unbreakable: Chaos Spawn are mindless creatures with no sense of their own mortality. They are therefore unbreakable as described on page 112 of the Warhammer rulebook.

Terror: Giant Chaos Spawn are huge monstrosities, with massive claws, fangs, tentacles and the like. They cause terror as described on pages 81-82 of the Warhammer rulebook.

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

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

Pts/model: 200

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