

SPAWN
AL SIMMONS

K7-LEETHA CHAIN GRAB
After moving and before attacking with Spawn, you may choose one small or medium non-adjacent figure within 4 clear sight spaces whose base is no more than 7 levels above Spawn's height or 7 levels below Spawn's base. Roll the 20-sided die. If you roll 7 or higher, place that figure on any empty space adjacent to Spawn. After the figure is placed, you may roll the 20-sided die. If you roll 7 or higher, that figure receives 1 wound. Figures moved by K7-Leetha Chain Grab will not take any leaving engagement attacks.

HEAVY MACHINE GUN SPECIAL ATTACK
Range 5. Attack 4.
If Spawn inflicts one or more wounds with this special attack, he may attack again with this special attack. Spawn may continue attacking with this special attack until he does not inflict a wound. He may not attack the same figure more than once.

NECROPLASM LIFE FORCE
After attacking with Spawn's normal attack, Spawn receives one wound. Instead of attacking with Spawn, you may roll one combat die for each Wound Marker on this card. For each skull rolled, you may remove a Wound Marker from this card.

DEMON
UNIQUE HERO
HELLSPAWN
CONFLICTED
MEDIUM 5

9 LIFE

MOVE	6
RANGE	3
ATTACK	6
DEFENSE	4

320 POINTS