

# MUTOID VERMIN

## [LEGENDS]

85 PTS

### MUTOID VERMIN

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 8" | 2 | 7+ | 1 | 8+ | 0  |

### ✂ MELEE WEAPONS

| WEAPON                                  | RANGE | A | WS | S | AP | D |
|-----------------------------------------|-------|---|----|---|----|---|
| Diseased claws and fangs<br>LETHAL HITS | Melee | 2 | 4+ | 2 | 0  | 1 |

### ABILITIES

**Mischief Makers (Aura)**  
While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

### WEAPON ABILITIES

**Lethal Hits**  
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.  
*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

### FACTION RULES

**Dark Pacts**  
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

### CORE RULES

**Feel No Pain 6+**  
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

### AUFSTELLUNG

16x Mutoid Vermin -  
Equipped with: Diseased  
claws and fangs

**KEYWORDS:** Swarm,  
Chaos, Nurgle, Mutoid  
Vermin, Damned  
**FACTION KEYWORDS:**  
Heretic Astartes