MUTILATORS - CHAOS - CHAOS SPACE MARINES

165 PTS

MUTILATOR

M	T	Sv	W	LD	OC
5"	7	2+	5	6+	2

INVULNERABLE SAVE 5+

AUFSTELLUNG

3x Mutilator - Equipped with: ➤ Fleshmetal weapons - rending strikes, ➤ Fleshmetal weapons - clawed sweeps, ➤ Fleshmetal weapons - thunderous blows (50mm)

KEYWORDS: Infantry, Chaos, Daemon, Mutilators

FACTION KEYWORDS: Heretic Astartes

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fleshmetal weapons - clawed sweeps	Melee	6	3+	6	-2	1
➤ Fleshmetal weapons - rending strikes	Melee	4	3+	9	-3	3
➤ Fleshmetal weapons - thunderous blows	Melee	2	3+	12	-4	D6+2

ABILITIES

Crushing Charge
You can re-roll charge rolls made for this unit, and each time this unit makes a Charge move, select one enemy unit and roll one D6 for each model in this unit that is within Engagement Range of that unit: for each 4+, that enemy unit suffers D3 mortal wounds.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

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

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.