

MUTOID VERMIN [LEGENDS] - CHAOS -
CHAOS SPACE MARINES

85 PTS

MUTOID VERMIN

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

<p>AUFSTELLUNG</p> <p>16x Mutoid Vermin - Equipped with: Diseased claws and fangs</p>	<p>KEYWORDS: Swarm, Chaos, Nurgle, Mutoid Vermin, Damned</p> <p>FACTION KEYWORDS: Heretic Astartes</p>
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✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and fangs LETHAL HITS	Melee	2	4+	2	0	1

ABILITIES

<p>Mischief Makers (Aura)</p> <p>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.</p>
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WEAPON ABILITIES

<p>Lethal Hits</p> <p>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.</p> <p><i>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].</i></p>
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FACTION RULES

<p>Dark Pacts</p> <p>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:</p> <ul style="list-style-type: none">[LETHAL HITS][SUSTAINED HITS 1]

CORE RULES

<p>Feel No Pain 6+</p> <p>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.</p>
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