

MUTALITH VORTEX BEAST - CHAOS - THOUSAND SONS

170 PTS

M	T	Sv	W	LD	OC	INVULNERABLE SAVE	
10"	10	4+	13	6+	4		

AUFSTELLUNG

1x Mutalith Vortex Beast (120x92mm Oval Base)

Equipped with: ➤ Warp vortex - beam, ➤ Warp vortex - blast, ➤ Warp vortex - torrent, Betentacled maw, Mutalith claws

KEYWORDS: Monster, Chaos, Tzeentch, Mutalith Vortex Beast, Mutant

FACTION KEYWORDS: Thousand Sons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Warp vortex - beam DEVASTATING WOUNDS	36"	1	3+	18	-3	D6+6
➤ Warp vortex - blast BLAST	24"	D6+3	3+	9	-2	2
➤ Warp vortex - torrent IGNORES COVER, TORRENT	18"	2D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Betentacled maw	Melee	15	3+	7	0	1
Mutalith claws	Melee	5	3+	10	-2	3

ABILITIES

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Immaterial Flare (Aura)

While a friendly Thousand Sons Psyker model is within 6" of this model, each time that model Channels the Warp, add 1 to the Psychic test result. This is not cumulative with any other modifiers to the Psychic test result.

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Mutating Vortex (Aura)

At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds. Each enemy unit within range of this ability must then take a Battle-shock test.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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INVULNERABLE
SAVE

5+

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Ignores Cover
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Feel No Pain 5+
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.