CHAOS - CHAOS SPACE MARINES

MAULERFIEND

Dark Pacts | Deadly Demise D3

M	T	SV	W	LD	OC	RW
10"	10	3+	12	6+	3	5+

125 PTS

Base 120x92mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

Siege Crawler

You can ignore any or all modifiers to this model's Move characteristic and to Advance and Charge rolls made for it.

3 BESCHUSS

2× Magma cutter — MELTA 2

R	A	BS	S	AP	D
6"	2	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

4 ANGRIFF

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5 NAHKAMPF

Lasher tendrils — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	6	3+	7	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Maulerfiend fists

R	A	WS	S	AP	D
Melee	6	3+	14	-2	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W10 · RW 3+ · 5++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	5++	5++

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.

REGELN & KEYWORDS KURZ

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.

Deadly Demise D3 This ability always takes the form Deadly Demise X.

AUFSTELLUNG

1x Maulerfiend

Ausrüstung: 2x Magma cutter, Lasher tendrils, Maulerfiend fists

- This model can replace its Lasher tendrils with 2 magma cutters.

KEYWORDS Vehicle, Walker, Chaos, Daemon, Maulerfiend · **FRAKTION** Heretic Astartes