CHAOS - THOUSAND SONS

# MAULERFIEND

**Deadly Demise D3**

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

**120 PTS**

Base 120x92mm Oval Base

## 1 KOMMANDO

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## 2 BEWEGUNG

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## 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

### Snarling Protector

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.
- When this unit declares a charge, if a friendly engaged PSYKER unit is within 12" of this unit, you can use this part of this ability.

If you do:

- This unit can re-roll that charge roll.
- This unit must end that charge move engaged with an enemy unit engaged with that friendly PSYKER unit.

## 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

### 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.

## 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

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

**EXTRA ATTACKS** Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

## 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, Daemon, Chaos, Tzeentch, Maulerfiend · **FRAKTION** Thousand Sons