

MUTILATORS

Dark Pacts Deep Strike

M

5"

T

7

SV

2+

W

5

LD

6+

OC

2

RW

5+

165 PTS

Base 50mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

4

ANGRIFF

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.

5

NAHKAMPF

► Fleshmetal weapons - clawed sweeps

R	A	WS	S	AP	D
Melee	6	3+	6	-2	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

► Fleshmetal weapons - rending strikes

R	A	WS	S	AP	D
Melee	4	3+	9	-3	3
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-8	T9	T10-17	T18+	

► Fleshmetal weapons - thunderous blows

R	A	WS	S	AP	D
Melee	2	3+	12	-4	D6+2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-6	T7-11	T12	T13-23	T24+	

VERTEIDIGUNG

6

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

W7 · RW 2+ · 5++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8-13	S7	S4-6	S1-3

RETTUNGSWURF JE DS

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

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.

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" horizo...

AUFSTELLUNG

3x Mutilator - Equipped with: ► Fleshmetal weapons - rending strikes, ► Fleshmetal weapons - clawed sweeps, ► Fleshmetal weapons - thunderous blows

KEYWORDS Infantry, Chaos, Daemon, Mutilators · FRAKTION Heretic Astartes