

MAULERFIEND

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

AUFSTELLUNG

1x Maulerfiend (120x92mm Oval Base)

Equipped with: 2x Magma cutter, Lasher tendrils, Maulerfiend fists

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Magma cutter MELTA 2, RAPID FIRE 1	6"	2	4+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lasher tendrils EXTRA ATTACKS	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	8	3+	14	-2	D6+1

ABILITIES

RULES - Blessings of Khorne, Deadly Demise D3

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.

Savage Exaltation

Each time this model makes a melee attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll and, if that attack targets an enemy unit that is Below Half-Strength, add 1 to the Wound roll as well.

Terror of Khorne

At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.



The Scent of Blood

In the Charge phase, when this unit declares a charge:

- If an enemy unit below starting strength is within 9" of this unit, this unit has +1 to charge rolls.
- Or: If an enemy unit below half strength is within 9" of this unit, this unit has +2 to charge rolls.

WEAPON RULES

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

