

MAULERFIEND - CHAOS - EMPEROR'S CHILDREN

120 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Maulerfiend (120 x 92mm)

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

Wargear Options:

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

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Slaanesh, Maulerfiend

FACTION KEYWORDS: Emperor's Children

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Magma cutter <small>MELTA 2</small>	6"	2	3+	9	-4	D6

MELEE WEAPONS

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

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.

Glutton for Punishment

Each time this model makes an attack, if it is below its Starting Strength, add 1 to the Hit roll. If this model is also Below Half-Strength, add 1 to the Wound roll as well.

FACTION RULES

Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Deadly Demise D3

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.