MAULERFIEND

120 PTS

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Magma cutter MELTA 2	6"	2	3+	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	6	3+	14	-2	D6+1

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.

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.

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").

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

FACTION: Emperor's Children

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.