

MUTILATORS - CHAOS - CHAOS SPACE MARINES

165 PTS

MUTILATOR

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 5" | 7 | 2+ | 5 | 6+ | 2  |

INVULNERABLE  
SAVE

5+

AUFSTELLUNG

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

KEYWORDS: Infantry, Chaos, Daemon, Mutilators

FACTION KEYWORDS: Heretic Astartes

✂ MELEE WEAPONS

| WEAPON                                  | RANGE | A | WS | S  | AP | D    |
|-----------------------------------------|-------|---|----|----|----|------|
| ➤ Fleshmetal weapons - clawed sweeps    | Melee | 6 | 3+ | 6  | -2 | 1    |
| ➤ Fleshmetal weapons - rending strikes  | Melee | 4 | 3+ | 9  | -3 | 3    |
| ➤ Fleshmetal weapons - thunderous blows | Melee | 2 | 3+ | 12 | -4 | D6+2 |

ABILITIES

- 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.
- 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.

FACTION RULES

- 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. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

  - [LETHAL HITS]
  - [SUSTAINED HITS 1]

CORE RULES

- 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" horizontally from all enemy units, even if that is within your opponent's deployment zone.