

MAULERFIEND - CHAOS - THOUSAND SONS

120 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Maulerfiend
Equipped with: Magma cutter, Lasher tendrils, Maulerfiend fists
Wargear Options:
■ This model can replace its Lasher tendrils with 2 magma cutters.

KEYWORDS: Vehicle, Walker, Daemon, Chaos, Tzeentch, Maulerfiend
FACTION KEYWORDS: Thousand Sons

⦿ 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

ABILITIES

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Snarling Protector
You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:
- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.
- When this unit declares a charge, if a friendly engaged PSYKER unit is within 12" of this unit, you can use this part of this ability.
If you do:
- This unit can re-roll that charge roll.
- This unit must end that charge move engaged with an enemy unit engaged with that friendly PSYKER unit.

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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.