



# MAULERFIEND

120 PTS

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## AUFSTELLUNG

1x Maulerfiend

**Equipped with:** Magma cutter, Lasher tendrils, Maulerfiend fists

### Wargear Options:

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

## ABILITIES

### 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").

### 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.