

MUTILATORS

MUTILATOR

M	T	SV	W	LD	OC	
5"	7	2+	5	6+	2	5+

AUFSTELLUNG

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

✂ 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

RULES - Dark Pacts, Deep Strike

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.

