

# MUTALITH VORTEX BEAST

|     |    |    |    |    |    |    |
|-----|----|----|----|----|----|----|
| M   | T  | SV | W  | LD | OC |    |
| 10" | 10 | 4+ | 13 | 6+ | 4  | 5+ |

## AUFSTELLUNG

1x Mutilith Vortex Beast

**Equipped with:** ► Warp vortex - beam, ► Warp vortex - blast, ► Warp vortex - torrent, Betentacled maw, Mutilith claws

## ⦿ RANGED WEAPONS

| WEAPON                                            | RANGE | A    | BS  | S  | AP | D    |
|---------------------------------------------------|-------|------|-----|----|----|------|
| ► Warp vortex - beam<br>DEVASTATING WOUNDS        | 36"   | 1    | 3+  | 18 | -3 | D6+6 |
| ► Warp vortex - blast<br>BLAST                    | 24"   | D6+3 | 3+  | 9  | -2 | 2    |
| ► Warp vortex - torrent<br>IGNORES COVER, TORRENT | 18"   | 2D6  | N/A | 6  | -1 | 1    |

## ✂ MELEE WEAPONS

| WEAPON          | RANGE | A  | WS | S  | AP | D |
|-----------------|-------|----|----|----|----|---|
| Betentacled maw | Melee | 15 | 3+ | 7  | 0  | 1 |
| Mutilith claws  | Melee | 5  | 3+ | 10 | -2 | 3 |

## ABILITIES

**RULES** - Deadly Demise D6, Feel No Pain 5+

### Immaterial Flare (Aura)

While a friendly Thousand Sons Psyker model is within 6" of this model, each time that model Channels the Warp, add 1 to the Psychic test result. This is not cumulative with any other modifiers to the Psychic test result.

### 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.

### Mutating Vortex (Aura)

At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds. Each enemy unit within range of this ability must then take a Battle-shock test.



## WEAPON RULES

### Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### **Ignores Cover**

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

### **Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.