

PARASITE OF MORTREX

M	T	SV	W	LD	OC
12"	5	4+	5	8+	1

AUFSTELLUNG

1x Parasite of Mortrex (40mm)

Equipped with: Barbed ovipositor, Clawed limbs

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Barbed ovipositor ANTI-INFANTRY 3+, EXTRA ATTACKS	Melee	1	2+	3	-2	3
Clawed limbs	Melee	6	2+	5	-1	1

ABILITIES

RULES - Deep Strike, Lone Operative, Shadow in the Warp, Stealth, Synapse

It Itches!

At the start of the Fight phase, select one enemy unit within Engagement Range of this model. That enemy unit must take a Battle-shock test.

Parasitic Infection

Each time an Infantry model is destroyed by an attack made with this model's barbed ovipositor, after this model has finished making its attacks, you can add one new Ripper Swarms unit to your army consisting of D3 models and set it up within 3" of this model. If you do, that Ripper Swarms unit can be set up within Engagement Range of the destroyed model's unit (but not within Engagement Range of any other enemy units).



WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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.

