

MAULERFIEND

130 PTS



M

10"

T

10

SV

3+

W

12

LD

6+

OC

3

5+

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

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

- Khorne**
- Add 2 to the Strength characteristic of this model's hellforged weapons.

- Nurgle**
- Add 1 to this model's Toughness characteristic.

- Siege Crawler**
- You can ignore any or all modifiers to this model's Move characteristic and to Advance and Charge rolls made for it.

- Slaanesh**
- Add 2" to this model's Move characteristic.

- Tzeentch**
- Add 3 to the Attacks characteristic of this model's infernal cannon.

CORE RULES

- ◆ **Dark Pacts**
- If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
- [LETHAL HITS]
 - [SUSTAINED HITS 1]
- ◆ **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").

