

MUTILATORS

165 PTS



MUTILATOR

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



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

AUFSTELLUNG

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

ABILITIES

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.

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]

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

