

MUTALITH VORTEX BEAST

Within the pulsating star suspended above the back of a Mutalith Vortex Beast can be found a portal to the Realm of Chaos itself. These horrific monsters constantly seethe with the power of mutation, those around them rewrought into horrific forms.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Claws	2"	4	4+	☀	-1	D3
Betentacled Maw	2"	☀	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Crushing Claws	Betentacled Maw
0-2	10"	1+	3D6
3-4	8"	2+	2D6
5-7	8"	3+	D6
8-9	6"	4+	D3
10+	4"	5+	1

DESCRIPTION

A Mutalith Vortex Beast is a single model armed with Crushing Claws and a Betentacled Maw.

MARK OF CHAOS: When you select this model to be part of your army, you can give it the following Mark of Chaos keyword: **TZEENTCH**.

ABILITIES

Mutant Regeneration: This unnatural abomination is invigorated by the raw power of Chaos.

In your hero phase, you can heal up to D3 wounds allocated to this model.

Aura of Mutation: Merely standing in the presence of a Mutalith can have horrific consequences.

In your hero phase, you can pick 1 enemy unit within 18" of this model, roll a dice and look up the effect on the table below:

D6 Effect

- Hideous Disfigurement:** The faces of the enemy are disfigured by the mutating touch of Chaos.
Subtract 1 from the Bravery characteristic of the unit for the rest of the battle.
- Troggbrains:** Waves of Chaos energy assail the enemy, striking them dumb and making them stagger about blindly.
Subtract 1 from run rolls made for the unit for the rest of the battle.
- Gift of Mutations:** The legs of the enemy are mutated into twisted, limping parodies of their previous forms.
Subtract 1" from the Move characteristic of the unit for the rest of the battle.

- Tide of Transmogrification:** Horror spreads through the enemy ranks as their bodies turn messily inside out.

The unit suffers D3 mortal wounds.

- Maelstrom of Change:** Nearby opponents are reduced to madness as their minds are blasted by the glory of Chaos.

The unit suffers D6 mortal wounds.

- Spawnchange:** Groups of enemies are lost in the blink of an eye as they are broken and twisted into new and hideous forms.

The unit suffers D6 mortal wounds. If any models from the unit are slain by these mortal wounds, you can set up 1 **SLAVES TO DARKNESS CHAOS SPAWN** with the same Mark of Chaos keyword as this model within 3" of the unit (or, if the unit was destroyed, the last model from the unit to be slain) and add it to your army. If you do not add a **SLAVES TO DARKNESS CHAOS SPAWN** to your army, you can heal up to D3 wounds allocated to this model.

KEYWORDS

CHAOS, SLAVES TO DARKNESS, MONSTER, MUTALITH VORTEX BEAST