

WORD BEARERS MHARA GAL TAINTED DREADNOUGHT

235 POINTS

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Mhara Gal	6	3	7	13	12	10	5	3	3

Unit Composition

- 1 Mhara Gal Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Tainted power claw with an inbuilt twin-linked boltgun
- Warpfire plasma cannon

Special Rules

- Fleet
- Fear
- Daemon
- It Will Not Die
- The Earth Recoils
- Shroud of Dark Fire
- Accursed
- Adamantium Will

Options

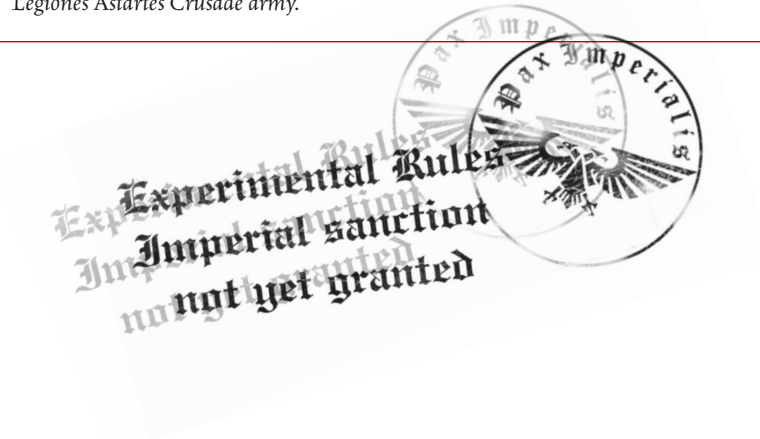
- A Mhara Gal Tainted Dreadnought may exchange its tainted power claw and inbuilt twin-linked boltgun for one of the following upgrades:

- Multi-melta* Free
- Twin-linked autocannon* Free
- Twin-linked lascannon.....+10 points
- Warpfire plasma cannon*+15 points

*The Howling Death special rule is added to these weapons' rules in addition to their normal effects.

- A Mhara Gal Dreadnought may exchange its warpfire plasma cannon for a:
 - Second tainted powerclaw with an inbuilt twin-linked boltgun..... Free
 (This will grant a bonus +1 Attack as for an additional weapon in combat).

A Word Bearers Mhara Gal Tainted Dreadnought is an Elites choice for a Traitor Word Bearers Legiones Astartes Crusade army.



Shroud of Dark Fire

The atomantic reactor which once powered the Mhara Gal has since twisted and warped to become a thing of ravaging darkness, burning with coal-black fire from the depths of the Empyrean. Such is the baleful power of this force, it shrouds the Mhara Gal in a guttering conflagration that leaks from the rends in its armour and belches from the ventilation stacks on its back, waxing as the nightmarish war machine kills, and waning to shadowed embers when it is at rest. Even the solar heat of plasma fire is muted and consumed on contact with this dark radiance and flesh withers and crumbles to dust.

- Any heat-, fire- or plasma-based weapon (mostly these will be identified by fire, volkite, fusion, flamer, plasma or melta in their description) has its attacks reduced by -1 strength when striking the Mhara Gal.
- Any model assaulting the Mhara Gal with a Toughness value less than 7 or an Armour value less than 13 suffers a -1 modifier To Hit in close combat.
- If the Mhara Gal suffers an Explodes! result, instead of following the usual procedure, replace the model with the Massive Blast (7") marker. All models touched by the template suffer a Str 6 AP 5 hit with the Soul Blaze special rule, whose effects are determined as per a Barrage attack.

Accursed

A baleful vortex of empyreal forces is centred upon the accursed Mhara Gal, like a moving sinkhole on the face of reality incarnated into its twisted form, and the echoes of this tormenting force drive even its allies away from it in reeling horror. The radiations of fear and horror that the war machine generates are particularly abhorrent to psykers and even daemonkind, who must shun this warp-abomination lest the black fire at its core consume their soul-stuff.

- Fear tests against the Mhara Gal are taken at a -2 Leadership penalty.
- The Mhara Gal can never count as a scoring unit, regardless of the mission being played or the rules of the detachment or Force Organisation type to which it belongs. In Age of Darkness games, it still counts as a denial unit however.
- All Daemons, models with the Daemon special rule or psychic powers of any kind who are within 6" of the Mhara Gal at the end of the Mhara Gal's controlling player's turn suffer an automatic Str 5 AP 2, Ignores Cover hit. This occurs regardless of such factors as line of sight, cover, whether or not the victim can be seen or targeted or which side the model belongs to.

The Earth Recoils

Corporeal reality breaks and buckles around the Mhara Gal, allowing it to force or burn its way through obstacles unheeded.

- The Mhara Gal ignores completely the effects of difficult terrain and/or dangerous terrain, and passes through obstacles up to 1" across without penalty or need for an aperture to move through. It cannot end its turn inside an obstacle and there must be sufficient space for its model to be placed in at the end of its movement.

Tainted Power Claw

The Dreadnought power fist with which the Mhara Gal's chassis was equipped has become tainted by the dark energies which saturate it, its murderous grip sliding in and out of reality so that even defensive energy fields offer no reliable defence.

Weapon	Range	Str	AP	Type
Tainted power claw	-	10	2	Melee, Ghost Razor

Ghost Razor: Successful invulnerable saves made against wounds caused by this weapon must be re-rolled (results of the second roll count as normal).

Warpfire Plasma Cannon

The plasma cannon with which the Mhara Gal is fitted has similarly become a weapon of terrible destructive power, the eerie monochrome blaze of its plasma fire now rippling with the tormented faces and screams of the damned.

Weapon	Range	Str	AP	Type
Warpfire plasma cannon	36"	8	2	Heavy 1, Blast (3"), Howling Death

Howling Death: Any unit suffering at least one casualty from this weapon must take a Morale check just as if they had lost 25% of their number.