

# Dread Maw

Dwelling in the mires of tainted sludge and ooze that stretch across vast areas of the Chaos Wastes, Dread Maws are one of the vilest creatures to have emerged from these blighted lands. The first sign of these loathsome beasts is an ominous rumbling from beneath the ground as the Dread Maws grind and chew their way through the earth, swiftly followed by an eruption of mud and the stench of putrid slime as their gaping jaws burst forth.

With their circular mouths, studded with rows of sickle-shaped teeth and glistening tendrils, Dread Maws can seize and devour a fully armoured man in seconds. Often smaller prey is swallowed whole, to be slowly digested within their grossly distended bellies — their flesh pliant enough that their victim's struggles can be seen by their comrades. Even the largest creatures will fall prey to Dread Maws. Bursting forth from beneath the ground and latching on with their hooked teeth, they can tear their way inside the greatest of beasts, eviscerating them from

within and quickly hollowing out their ruptured carcasses. Few can forget the sight of a mighty dragon or Chimera bellowing in abject pain as it is eaten alive, the wriggling tail of a Dread Maw protruding from the wounds made in its writhing torso.

There are few creatures as horrific as the Dread Maws, their mottled grey flesh shot through by pulsing veins of unhealthy hue and reeking of corruption and rot, and stigmatized with open wounds and atrophied limbs and mutations. The entire length of the Dread Maws, their bodies stretching for many yards, is coated in a disgusting layer of viscous slime, and any warriors brave enough to assault them will have their weapons fouled and limbs caught in the vile substance, which is almost impossible to hack through. As a creature of the Northern Wastes, constant exposure to the taint of Chaos leaves no two Dread Maws alike, and many will sport hooked spines or claws, some even spraying forth gouts of slime or possessing other bizarre mutations.

Dread Maw	M	WS	BS	S	T	W	I	A	Ld	Type	Unit	Points
	*	2	0	5	5	5	1	D3	7	Monster	1	280

## OPTIONS

- **Hooked Spines**.....10 points  
Gains the Devastating Charge special rule.
- **Clawed Mandibles**.....10 points  
Gains the Armour Piercing special rule.
- **Slime Spray**.....20 points  
Gains a Breath weapon that forces any unit under the Flame template to pass an Initiative test or suffer -2" to their move for the next turn.
- **Poisonous Blood**.....20 points  
Any model that inflicts a wound on the Dread Maw in close combat immediately suffers a single S4 hit.

## SPECIAL RULES

**Terror, Impact hits (D6+1), Random Movement (2D6)\*, Stubborn, Scaly Skin (4+), Cavernous Maw & Tunneler\***.

**Cavernous Maw:** The Dread Maw has two additional S6 Chomp attacks. These Chomp Attacks have the Killing Blow and Multiple Wounds (D6) special rules.

**\*Tunneler:** The Dread Maw moves through the ground to get to its prey, easily tearing a path through earth and stone. It moves in exactly the same fashion as a creature with the Fly special rule. However Tunnelers do not benefit from the Swiftstride rule. Additionally, a unit with this rule also has the Always Strikes First special rule on a turn in which it charges, and any unit charged by a Tunneler does not gain any benefit from multiple ranks in the first round of combat.

*"Every caravan master traversing the Ivory Road to far Cathay fears the shaking of the earth that precedes a Dread Maw attack; for even the most expensive guards and bribed Ogres are useless against their burrowing assaults on horse and heavily-laden wagon."*

*Cards Vitore,  
Tilean Merchant Prince*