HELL TALON [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
20+"	9	3+	14	6+	0

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher BLAST	48"	D6	3+	5	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	6	0	1

ABILITIES

Bomb Rack
Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION 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]

AUFSTELLUNG

1x Hell Talon [Legends]

Equipped with: Autocannon, Havoc launcher, Twin lascannon, Armoured hull

Wargear Options:
- This model can replace its Autocannon with Havoc launcher.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Hell Talon
FACTION KEYWORDS: Heretic Astartes

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INVULNERABLE SAVE 5+

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Hell Talon
FACTION KEYWORDS: Heretic Astartes