

VENOMCRAWLER - CHAOS - CHAOS
SPACE MARINES

120 PTS

M	T	Sv	W	LD	OC
12"	9	3+	9	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Venomcrawler (100mm)
Equipped with: 2x Excruciator cannon, Soulflayer tendrils and claws

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Venomcrawler
FACTION KEYWORDS: Heretic Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Excruciator cannon	36"	6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Soulflayer tendrils and claws	Melee	6	3+	6	-1	2

ABILITIES

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.

Soul Eater
At the end of the Fight phase, if one or more attacks made by this model that phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

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]

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.