

WARP TALONS - CHAOS - CHAOS SPACE MARINES

130–290 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

INVULNERABLE
SAVE

5+

AUFSTELLUNG
5-10x Warp Talon Champion oder Warp Talon (32mm)
Equipped with: Warp claws

KEYWORDS: Infantry, Fly, Jump Pack, Chaos, Daemon, Warp Talons, Grenades
FACTION KEYWORDS: Heretic Astartes

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warp claws <small>TWIN-LINKED</small>	Melee	4	3+	5	-2	1

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.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Warp Strike**
At the end of the Fight phase, if this unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

- 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]

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.