CHAOS - THOUSAND SONS

HELL TALON [LEGENDS]

Deadly Demise D3

M	T	SV	W	LD	OC	RW
20+	9	3+	14	6+	0	5+

140 PTS

Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Autocannon

R	A	BS	S	AP	D
48"	2	3+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Havoc launcher BLAST

R	A	BS	S	AP	D
48"	D6	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin lascannon TWIN-LINKED

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

4 ANGRIFF

—

5 NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	6	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

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.

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

GEGEN DIESE EINHEIT

W9 · RW 3+ · 5++ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	5++	5++

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.

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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 (roun…

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

AUFSTELLUNG

1x Hell Talon [Legends]

Ausrüstung: Autocannon, Havoc launcher, Twin lascannon, Armoured hull

- This model can replace its Autocannon with Havoc launcher.

KEYWORDS Vehicle, Aircraft, Fly, Chaos, Tzeentch, Hell Talon · **FRAKTION** Thousand Sons