

CHAOS - WORLD EATERS

HELL TALON

[LEGENDS]

Blessings of Khorne

Deadly Demise D3

M

20+

T

9

SV

3+

W

14

LD

6+

OC

0

RW

5+

140 PTS

Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Autocannon

R

48"

A

2

BS

3+

S

9

AP

-1

D

3

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Havoc launcher

BLAST

R

48"

A

D6

BS

4+

S

5

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Twin lascannon

RAPID FIRE 1

R

48"

A

1

BS

4+

S

12

AP

-3

D

D6+1

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

4

ANGRIFF

—

5

NAHKAMPF

Armoured hull

R

Melee

A

6

WS

4+

S

6

AP

0

D

1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

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.

GEGEN DIESE EINHEIT

W9 · RW 3+ · 5++ · 14 LP je Modell

WIRD VERWUNDET MIT

2+

S18+

3+

S10-17

4+

S9

5+

S5-8

6+

S1-4

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

5++

DS -4

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

Blessings of Khorne If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll.

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 (round...

RAPID FIRE

 This ability always takes the form [RAPID FIRE X].

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.