

TALOS

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M	T	SV	W	LD	OC	
7"	7	3+	7	7+	2	6+

AUFSTELLUNG

1-2x Talos - Equipped with: Macro-Scalpel, Talos Ichor Injector, Twin Liquifier Gun, Chain-flails, Talos Gauntlet, Twin Splinter Cannon, Twin Haywire Blaster, Twin heat lance, Stinger Pod (Large Flying Base)

Wargear Options:

- This model can replace its Macro-Scalpel with Talos Ichor Injector or Twin Liquifier Gun.
- This model can replace its Macro-Scalpel with Chain-flails or Talos Gauntlet.
- This model can replace its Twin Splinter Cannon with Twin Haywire Blasters, Twin Heat Lance or Stinger Pod.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stinger Pod	24"	2D6	3+	5	0	1
Twin Haywire Blaster ANTI-VEHICLE 4+, DEVASTATING WOUNDS, TWIN-LINKED	24"	2	3+	3	-1	3
Twin Liquifier Gun ANTI-INFANTRY 3+, TORRENT, TWIN-LINKED	12"	D6	N/A	4	-1	1
Twin Splinter Cannon ANTI-INFANTRY 3+, SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	3	-1	2
Twin heat lance ASSAULT, MELTA 3, TWIN-LINKED	18"	1	3+	14	-4	D6

ABILITIES

RULES - Deadly Demise 1, Feel No Pain 5+, Power from Pain

Devoted to Pain

If a model in this unit is equipped with 2 macro-scalpels, those weapons have the **[Twin-Linked]** ability.

Mindless Killing Machines (Pain)

At the start of the Fight phase, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; that destroyed model can fight after the attacking unit has finished making its attacks, and it is then removed from play.



⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chain-flails	Melee	8	3+	6	-1	1
Macro-Scalpel	Melee	5	3+	7	-2	2
Talos Gauntlet	Melee	5	4+	9	-2	3
Talos Ichor Injector <small>EXTRA ATTACKS</small>	Melee	1	2+	8	-2	D6

Torture Device

Each time this unit destroys an enemy unit, you gain 1 additional Pain token.



WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

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

