

MURDERTALON RAIDERS

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Pact of Cursed Pinions

20 pts

- This model has DAEMON.
- This model's melee attacks have +1 A.

Shadowcowl Talisman

20 pts

This unit has 5+ InSv.

DETACHMENT RULE

- Friendly HERETIC ASTARTES INFANTRY FLY units' attacks that target a battle-shocked unit or a unit at or below half-strength can re-roll hit rolls of 1.
- When an enemy unit's attacks target a friendly HERETIC ASTARTES INFANTRY FLY unit, if that enemy unit is battle-shocked or at or below half-strength, those attacks have -1 to hit rolls.

This detachment has the NIGHTMARE tag and cannot be taken with another NIGHTMARE detachment.

STRATAGEMS (3/3)

1 CP

MURDERTALON RAIDERS STRATAGEM

MOVEMENT

RAKING PASS

When: Your Movement phase, when a friendly HERETIC ASTARTES INFANTRY FLY unit is selected to make a fall-back move.

Target: That HERETIC ASTARTES INFANTRY FLY unit.

Effect: That move does not prevent your unit from being eligible to declare a charge.

1 CP

MURDERTALON RAIDERS STRATAGEM

MOVEMENT

WARP-TWISTED TERRORS

When: Your Movement phase, when a friendly WARP TALONS unit ends a move.

Target: That WARP TALONS unit.

Effect: Select one visible enemy unit (excluding MONSTER/VEHICLE units) within 9" of your unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

1 CP MURDERTALON RAIDERS STRATAGEM

CHARGE

PLUNGING TALONS

When: Fight phase, when a friendly HERETIC ASTARTES INFANTRY FLY unit that made a charge move this turn is selected to fight.

Target: That HERETIC ASTARTES INFANTRY FLY unit.

Effect: Your unit's melee attacks have [LANCE].