

WARP TALONS

M	T	SV	W	LD	OC	
12"	4	3+	2	6+	1	5+

AUFSTELLUNG

5-10x Warp Talon Champion oder Warp Talon

Equipped with: Warp claws

✂ MELEE WEAPONS

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

ABILITIES

RULES - Dark Pacts, Deep Strike

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 RULES

Twin-linked

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

