

CHAOS - CHAOS SPACE MARINES

VENOMCRAWLER

120 PTS



M

12"

T

9

SV

3+

W

9

LD

6+

OC

3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Excruciator cannon	36"	6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Soulflayer tendrils and claws	Melee	6	3+	6	-1	2

AUFSTELLUNG

1x Venomcrawler

Equipped with: Excruciator cannon, Soulflayer tendrils and claws

ABILITIES

- 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.

Soul Eater

At the end of the Fight phase, if one or more attacks made by this model that phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

CORE RULES

- Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]
- Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

