## Hell Talon Chaos Fighter Bomber v1.01

Within the Eye of Terror the daemonically powered forges of the Chaos Gods churn out infernal weapons and machines of war to equip their armies. Many of these are daemon engines, living machines summoned from the warp to fight. Others are perversions of Imperial vehicles, with daemons bound within replacing the original machine-spirit. Slave labourers and traitors at the behest of the greatest champions of Chaos construct these vehicles.

The Hell Talon is created on the hellish forgeworld of Xana II within the Eye of Terror. When renegade forces spew forth from the warp to raid Imperial worlds they can be accompanied by these daemonically powered aircraft.

The Hell Talon's sleek form races through the skies issuing horrific shrieks, screams and wails. They are flown with reckless abandon, swooping low to strafe with lascannons and dropping incendiary bombs indiscriminately, to bring death in the name of their masters!

|            | pts | Front | Side | Rear | BS |
|------------|-----|-------|------|------|----|
| Hell Talon | 135 | 10    | 10   | 10   | 3  |

Type: Flyer

**Crew:** Chaos Servitors

**Weapons:** The Hell Talon is armed with twin-linked lascannons and an Autocannon.

**Options:** The Autocannon may be upgraded to a Havoc launcher for free. In addition a Hell Talon may carry up to eight Incendiary bombs at +15 pts per bomb.

A Hell Talon may take either of the following vehicle upgrades from Codex: Chaos Space Marines. Daemonic Possession, Parasitic Possession.

**Heavy Support:** A Hell Talon is a Heavy Support choice for a Chaos Space Marine army.

## **SPECIAL RULES**

| Weapon         | Range | Str | AP | Type           |
|----------------|-------|-----|----|----------------|
| Lascannon      | 48"   | 9   | 2  | Heavy1         |
| Autocannon     | 48"   | 7   | 4  | Heavy2         |
| Havoc Launcher | 48"   | 4   | 6  | Heavy2/Blast * |

<sup>\*</sup> If the Havoc launcher scores two hits on a unit place the blast marker once to determine the number the models that are hit and double the result after rolling for partial hits.

## **Incendiary Bombs**

| Range  | Str | AP    | Type  |
|--------|-----|-------|-------|
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G48" 5 4 Heavy1 blast, may pin.

After rolling for scatter all models partially or wholly under the template are hit. Ignore cover saves for models hit by incendiary bombs. Units that suffer casualties from an incendiary bomb must make a pinning test.