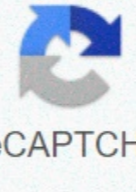


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Chaos Space Marines - Hellforged Dreadclaw Drop Pod 10 NAME M WS BS S T W A Ld Hellforged Dreadclaw Drop Pod 15 4+ 5+ * 7 10* 8 3 + A Hellforged Dreadclaw is a single model. It is equipped with blades and thermal jets. DAMAGE Some of the features of this model change as it is damaged, as shown below: REMAINING W S A 8-10+ 7 4 4-7 5 3 1-3 3 D3 WEAPON>PESAPD IMPOSEDMeleeMeleeUser-22-6Page D66-11Wing shot, this weapon automatically causes D6 strikes on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units than friendly units will be affected. TRANSPORT CAPABLE OF THIS MODEL CAN CARRY 10 <LEGION>ALPHA LEGIONBLACK LEGIONEMPEROR'S CHILDRENIRON WARRIORSNIGHT LORDSWORD SOMANTSCALESWORLD EATERSCREATIONS OF BILEBRAZEN BEASTSCRIMSON SLAUGHTERFLAWLESS HOSTPURGERED CORSAIRSSCORURED INFANTRY MODELS. Each JUMP PACK or TERMINATOR model takes up the space of two other models. This model can instead carry a single HELLFORGED CONTEMPT DREADNOUGHT, HAOS DECKATOR OR HELBRUTE, and there are no other models. It cannot carry a HELLFORGED LEVIATHAN DREADNOUGHT or a HELLFORGED DEEDEO DREADNOUGHT. FACTION KEYWORDS Chaos, <MARK OF=chaos=>KHORNENURGLETZEENTHSLAANESH, HERETICAL ASTARTES, <LEGION>ALPHA LEGIONBLACK LEGIONEPEROR'S CHILDRENIRON WARRIORSRDRIA LORDSWORD SOMERSWORLD EATERSCREATIONS OF BILEBRAZEN BEASTSCRIMSON SLAUGHTERFLAWLESS HOSTPURGERED CORSAIRSSCOREGED KEYS VEHICLE, TRANSPORT, DROP POD, HELLFORGED, FLY, HELLFORGED DREADCLAW DROP POD Does not include groups every time a model makes a close combat attack, uses a melee weapon - the weapons model that is equipped with described in its datasheet. In addition to their other weapons, all models are supposed to be equipped with a close combat weapon, which has the following profile: If a model has more than one melee, choose which one to use before rolling the dice. If a model has more than one melee and can do several nearby combat attacks, it can split its attacks between these weapons as you want - indicate how you will divide the attacks before any dice are rolled. Pistols are carried with one hand and can even be used in melee to shoot in point-blank range. Many warriors carry one as a sidearm, alongside their main weapon. A model can shoot a Pistol even if there are enemy units within 1 of its own unit, but it must target the nearest enemy unit. In such cases, the model can shoot his pistol even if other friendly units are within 1 of the same Unit. Whenever a model equipped with both a pistol and another type of remote weapon (e.g. a pistol and a Rapid Fire weapon) shoots, it can either shoot with its pistol(s) or with all its other weapons. Choose which one will fire (Pistols or non-pistols) before making hit rolls. Heretics are corrupt superhumans with ten</LEGION> </MARK> </LEGION> </LEGION> years of burning hatred. Few can withstand their abhorrent attack. If this unit makes a charging move, is charged or performs heroic intervention, add 1 to the attacks that characterize the models in this unit by the end of the turn. Some attacks cause fatal wounds – these are so powerful that no field of armor or force can withstand their wrath. Each fatal wound causes a point of damage to the target unit. Do not make a wound roll or save throw (including invulnerable saves) against a deadly wound – just dispose of it as you would any other wound and cause damage to a model in the target unit as described above. Unlike regular attacks, excessive damage from attacks that cause fatal wounds is not lost. Instead, continue to distribute damage to another model of the target unit until either all damage is distributed or the target unit is damaged. Some models are marked as Psychic in their datasheet. Psychers can manifest their otherworldly abilities and try to deny enemy magic. The forces a soul knows, and the number of forces that can try to manifest or deny any mental phase, are described in detail in their datasheet. The keyword JUMP PACK is used in the following Chaos Space Marmes datasheets:• Warp TalonsHellforged contempt dreadnought keyword is used in the following chaos space marines datasheets:The keyword CHAOS DECCITOR is used in the following Chaos Space Marines datasheets:The hellforged deredeo DREADNOUGHT keyword is used in the following Mess Space Marines datasheets :The keyword DROP POD is used in the following Chaos Space Marines datasheets:Legion: <LEGION>ALPHA LEGIONBLACK LEGIONEPEROR'S CHILDRENIRON WARRIORS FOR CRIMSON BROTHERS SLAUGHTER FALSE CLEANING HOSTS RED CORSAIRS SCANGEDMark of House: <MARK OF=chaos=>KHORNENURGLETZEENTHSLAANESH• Prayers to the Dark Gods: World Eaters' Stratagem's Word Bearers Warlords Traaters' Night Lords Warlord Traats' Alpha Legion Warlord Features• Iron Warriors Wartime Features' Children of Emperor Warlord Features • World Eaters Warlord Features' Word Bearers Tactical • Night Lords Tactical Targets' Alpha Legion Tactical Targets • Iron Warriors Tactical Targets • Emperor Children Tactical Targets • World Eaters Tactical Targets • Black Legion Detachments • Renegade Chapter</MARK> </LEGION> </LEGION> Chapter Features • Black Legion Stratagems • Black Legion Warlord Features • Black Legion Chapter Warlord Features • Black Legion Tactical Targets' Daemonkin Warlord Features • Creations of Bile Detachment • Creations of Bile Stratagem's Chaos Space Marines - Hellforged Dread claw Drop Pod [Legion: <LEGION>ALPHA LEGIONBLACK LEGIONEMPEROR'S CHILDREN WARRIORSNIGHT LORDSWORD ICOXENIA OF THE CHOLE RED DISCOUNTED COLLECTION OF GOOD COUNTRIES, Mark of Chaos : <MARK OF=chaos=>KHORNENURGLETZETZSLAANESH] This datasheet does not meet the selection criteria (see Combo-box filter or Settings tab). 7 NoNAME M WS BS S T W! A Ld Sv 130Hellforged Dreadclaw Drop Pod 1130Hellforged Dreadclaw Drop Pod 15 4+ 5+ * 7 7 8-10+ 4 8 3+ 15 4+ 5+ 5 7 4-7 3 8 3+ 15 4+ 5+ 3 7 1-3 D3 8 3+ A Hellforged Dreadclaw is a single model. It is equipped with blades and thermal jets. GUNMRANGETYESPADILITIES Blade strutMeleeMeleeUser-22-Thermal jetsThermal Jets&Pistoli D66-11Wing shot, this weapon automatically causes D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units than friendly units will be affected. When shot, this weapon automatically causes D6 strikes on each unit, friendly or hostile, with at least one model within range. The weapon can only be used if more enemy units than friendly units will be affected. This model can carry 10 <LEGION>ALPHA LEGIONBLACK LEGIONNAIRES OF CHILDREN'S WARRIORSNIGHT LORDSWORD SOMANTSCRATIONSWORLD BILEBRAZEN BEASTSCRIMSON SLAUGHTFLAWLESS HOSTPURGERED CORSAIRSSCORURED INFANTRY MODELS. Each JUMP PACK or TERMINATOR model takes up the space of two other models. This model can instead carry a single HELLFORGED CONTEMPT DREADNOUGHT, HAOS DECKATOR OR HELBRUTE, and there are no other models. It cannot carry a HELLFORGED LEVIATHAN DREADNOUGHT or a HELLFORGED DEEDEO DREADNOUGHT. <MARK OF=CHAOS=>Chaos, KHORNENURGLETZEENTHSLAANESH, HERETICS ASTARTES, <LEGION>ALPHA LEGIONABERPEROR'S CHILDRENIRON WARRIORSNIGHT LORDSWORD SOMERSWORLD EATERSCRATIONS OF BILEBRAZEN BEASTSCRIMSON SLAUGHTERFLAWLESS HOSTSURGERED CORSAIRSCOURED VEHICLE, TRANSPORT, DROP POD, HELLFORGED, FLY, HELLFORGED DREADCLAW DROP POD When a model makes a close combat attack, it must do so using a melee (i.e. a weapon that has the type Melee). The weapons with which a model is equipped are described in its datasheet. If a model is not equipped with melee weapons, or if it can not make an attack with any of the melee weapons is equipped then this model makes its attacks using a narrow combat weapon, which has the following profile: If a model has more than one melee gun, choose which one to use before solving</LEGION> </MARK> </LEGION> </MARK> </LEGION> </LEGION> Attacks. If a model has more than one melee and can make several attacks, it can split them between these weapons as you want - state which attacks are made with which weapons before any attacks are resolved. If the selected weapon has more than one profile to choose from, you must indicate which profile is being used at the same time. Different attacks made with such a weapon can be done using different profiles if you want. If your unit makes attacks with more than one melee against a unit, and these weapons have different profile characteristics, then once you have resolved an attack with one of these weapons you should, if any other weapons with the same profile characteristics are also used to make attacks against that unit, resolve these attacks before resolving any attacks against the target with a weapon that has a different profile of characteristics. Note that all attacks you have declared are always resolved against the target unit, even if, when you come to resolve a single attack, no model in the target unit remains within range (this can happen due to the destruction and removal of models from the battlefield as a result of resolving other attacks made by the attacking model unit first). Because of their small size, pistols can even be used in melee to shoot in the point-blank range. A model can attack with a Pistol even when its unit is within the Engagement Range of enemy units, but it must target a hostile unit within the range of engagement of its own unit when it does. In such cases, the model can target a hostile unit even if other friendly units are within the range of engagement of the same enemy unit. When a model equipped with both a pistol and another type of weapon remotely (e.g. a pistol and a Rapid Fire weapon) shoots, it can either shoot with its pistol(s) or with its other weapons ranged. Choose which one to shoot (Pistols or non-Pistols) before selecting targets. Heretics are corrupt superhumans with ten thousand years of burning hatred. Few can withstand their abhorrent attack. If this unit makes a charging move, is charged or performs heroic intervention, add 1 to the attacks that characterize the models in this unit by the end of the turn. Some attacks cause fatal wounds – these are so powerful that no field of armor or force can withstand their wrath. Each fatal wound causes 1 point of damage to the target unit, and always One at a time. Do not make a roll wound or save throw (including invulnerable saves) against a deadly wound – just dispose of it as you would with any other attack and cause damage to a model in the target unit. Unlike the damage caused by regular attacks, excessive damage from fatal wounds is not lost. Instead, continue to distribute damage to another model of the target unit until the target unit is destroyed. If an attack causes fatal wounds in addition to normal damage, first resolve the normal damage. If an attack causes fatal wounds in addition to normal damage, but normal damage is then saved, the target unit continues to suffer the fatal wounds as described above. If a skill modifies the damage caused by a weapon, and this weapon can cause fatal wounds in addition to normal damage, the modifier does not apply to any fatal wounds caused (unless the rule explicitly states otherwise). If a unit makes a normal move, an advance or falls back, and each model in that unit ends that drive within 3 of a friendly TRANSPORT model that can board within it. A unit cannot board a TRANSPORT model that is within the engagement range of enemy models and cannot board if it has already disembarked from a TRANSPORT model in the same phase. Remove the unit from the battlefield and place it on one side - now it has started inside the model. Units cannot normally do anything or be affected in any way upon boarding. Unless specifically stated, the capabilities have no effect on units while on board, and stratagings cannot be used to influence units while on board. For all purposes of the rules, units that have boarded a TRANSPORT model that has made a normal move, advanced, fallen back or remained stationary also count as having made the same kind of movement that they turn. The JUMP PACK keyword is used in the following Chaos Space Marines datasheets:The HELLFORGED DREADNOUGHT keyword is used in the following Chaos Space Marines datasheets:The CHAOS DECIDER keyword is used in the following datasheets Chaos Space Marines:The keyword HELLFORGED LEVIATHAN DREADNOUGHT is used in the following Chaos Space Marines datasheets: The keyword THE HELLFORGED DELEDOUGHT is used in the following Chaos Space Marines data word :The keyword DROP POD is used in the following Chaos Space Marines datasheets:Hellforged Kharybdis Assault Claw Heavy Weapons are one of the largest weapons on the battlefield, but require reinforcement to fire at full power and are cumbersome to bring in close quarters. When an INFANTRY model fires a heavy weapon, remove 1 of the strike cylinders when solving the attacks of that weapon, if the unit of the firing model has moved for any reason this turn (e.g. made a normal move this turn). When a unit makes an advance, an advance roll for the unit by rolling a D6. Add the result in inches to the Move (M) attribute of each model in this unit by the end of the current phase. Each model in this unit can then move a distance in inches equal to or less than this set, but no model can be moved within the engagement range of enemy models. A unit cannot shoot or declare a charge in the same order that it made a down payment. Attack fire weapons so fast or that they can be shot from the hip as warriors dash forward into battle. If a unit includes any models equipped with assault weapons, this unit is still eligible to shoot with in your shooting phase, even if it has Advanced this turn, but you can only resolve attacks using these attack weapons when you select this unit to shoot with. If a model shoots an Assault weapon at the same turn at which its unit has Advanced, remove 1 of the hit rolls when solving the attacks of that weapon. Datasheets GatheredDark Heretic's DisciplineSources Bodies DetachmentNo Lords DetachmentAffial Legion Extractino Warriors Postings World EatersWorld EatersSubsy signatues DetachmentFor Tararchs Warlords TraatsalsIron Warriors Warlord TrainsEmperor's Children Warlord TrainsWorld Eaters Warlord TrainsBlack Legion ResponsesSuitsDealing of DetachmentsSummer Legagens

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