

TALOS

Constructed by the insane Haemonculi, the Talos is a torture device that prowls the battlefield searching for victims. For all you Dark Eldar Lords cackling at the thought of unleashing this nightmare creation upon your foes, White Dwarf proudly presents the rules for this gruesome creation.

The Talos is a torture device that sweeps across the battlefield on anti-gravitic motors, latching on to its foes and incarcerating them within its armoured shell. The death spasms of those captured propel the Talos towards its enemies, as its unique sting wildly spews death in all directions and its many-bladed arms cut through armour and bone with lashing blows.

Well that just about sums up the Talos. It's a nasty bit of kit that is capable of smashing apart enemy squads and vehicles with terrifying ease. With its anti-grav motors it can skim over intervening terrain, enabling it to move quickly to stem your opponent's advance or to press home an attack.

With its Strength of 7 the Talos makes a good tank hunter, and add to this the additional +1 AP bonus for each hit scored, not even the most heavily armoured tank can stand up to it for long. The trick is to keep it alive long enough to attack your opponents tanks. There are two

things you can do – one is to have two Talos and deploy them together (the old maxim of your opponent destroying one, but not two is very true). Or you can use a single Talos and operate it like today's modern helicopter gunships, hugging the terrain. Keep a piece of terrain that blocks line of sight between the Talos and its target (it is a Skimmer so difficult ground is not going to be a problem). Then all you have to do is find the right moment to strike.

The Talos also excels in a troop support role. When setting up your battleline, place your Talos next to one of your Warrior squads. Both units will then be able to offer each other support during the battle. The Warrior squad will help to compensate for the Talos' wild shooting and the Talos in return will give the Warrior squad a considerable advantage in an assault.

However you choose to use your Talos on the battlefield, remember to strike fast, strike hard and strike first.

TALOS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Talos	100	5	3	7	7	3	4	D6	-	3+

The Talos is a Heavy Support unit and takes up one Heavy Support allocation slot on your force organisation chart.

Weapons: The Talos is armed with a Talos sting and Talos claws.

SPECIAL RULES

Talos Sting: This is a unique weapon found only on the Talos. It has the following profile.

Range 24" Strength 4 AP 5 Assault 6

Wildfire: A Talos fires off wild volleys of shots rather than aiming at a specific target. When it shoots, roll to hit as normal. Then allocate the first hit scored to the nearest enemy model to the Talos, the second hit to the second closest model, and so on until all the hits (if there are any!) have been used up. Note that this may mean that models from different units are hit by the attacks. Also note that only models within range of the weapon and in its line of sight can be hit. Once all possible targets in range and within its line of sight have been hit once each, any further hits are wasted.

Talos Claws: The Talos gets D6 attacks with its claws (+1 if charging) when it fights in close combat. Roll to hit and wound normally. No armour saves are allowed against the claws. Against a vehicle roll only once for Armour penetration, but add +1 to the Armour Penetration dice roll for each hit scored by the Talos after the first (eg, if the Talos hits a vehicle three times with its claws, it would add +2 to its AP roll).

Fearless: The Talos never falls back and cannot be pinned. It is automatically assumed to pass any Morale checks.

Skimmer: The Talos can move over difficult terrain without penalty. However, if it starts or finishes its move in difficult terrain it will suffer a wound with no save on a D6 roll of 1.

