



THE BLACKTALONS

Neave Blacktalon is Sigmar's foremost assassin. It is her charge to hunt those that would threaten Sigmar's people, cutting down the God-King's most hated foes with wild swings of her whirlwind axes. Her companions, the Blacktalons, are heroes all and together they operate with swift, deadly efficiency.

FACTION RULES

This document includes all of the fighter profiles for the Blacktalons as well as abilities and a reaction specific to fighters with the **Blacktalons** (☠) runemark. The Blacktalons belong to Grand Alliance Order (☠).

SPECIAL RULES

When picking a warband from the Blacktalons faction, the following rule is in addition to the bullet points under 'The Warbands' in the core rules (Core Book, pg 60) and 'Step 1 - Choose Your Faction and Fighters' in the core rules (Core Book, pg 99).

- Each fighter with the **Blacktalons** (☠) runemark can only be included once in your warband.

REACTION



[Reaction] **Shield of Azyr:** A fighter can make this reaction after they are targeted by an attack action but before the hit rolls are made. Count up to two critical hits from that attack action as hits instead. If this fighter has the **Hero** (★) runemark and is within 6" of another friendly fighter with the **Blacktalons** (☠) runemark and the **Champion** (★) or **Destroyer** (☠) runemark, count up to three critical hits from that attack action as hits instead.

THE BLACKTALONS FIGHTER ABILITIES



[Double] **Storm of Justice:** Pick a visible friendly fighter with the **Blacktalons** (☠) runemark within a number of inches of this fighter equal to the value of this ability. That fighter makes a bonus move action or a bonus attack action.



[Triple] **Headshot:** Add the value of this ability to the damage points allocated to enemy fighters by each hit and critical hit from the next ranged attack action made by this fighter in this activation.



[Triple] **Nebulous Sea-fog:** Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.



[Quad] **Windrider:** A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Remove this fighter from the battlefield, then set this fighter up on a platform or the battlefield floor, more than 6" from all enemy fighters. You can subtract the value of this ability from that 6", to a minimum of 0.

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NEAVE
BLACKTALON

	10	3	4	1/4		285
	1	6	5	2/4		

7 5 30

HENDRICK, THE
SILVER WOLF

	1	4	4	2/4		155
	1	3	5	2/5		

4 5 25

SHAKANA
GOLDENBLADE

	3-15	4	3	1/2		180
	1	3	4	2/4		

4 5 25

ROSTUS
OXENHAMMER

	1	4	6	3/6		200
	1	3	4	2/4		

4 6 25

LORAI, CHILD OF
THE ABYSS

	3-7	3	3	3/7		160
	1	2	3	1/3		

5 3 20

