

ARGEL TAL

THE CRIMSON LORD, COMMANDER OF THE SERRATED SUN

185 POINTS

Argel Tal was among the first to gaze into the madness of the Eye of Terror and in doing so was forever damned when that dark abyss gazed back into him. Held as a prime example of his Primarch's intentions for the future of humanity, a symbiotic fusion of human soul and Daemonic power, he and his brothers in the Gal Vorbak would go on to play an instrumental role in the galactic tragedy that befell humanity. His counsel helped Lorgar solidify his understanding of the effects the powers of the Emyrean could have on the physical form of a Legionary and he was equally venerated and envied among the ranks of the Word Bearers as one who stood in glorious favour of their malicious newfound gods. One of the first in the XVIIth Legion to don the crimson heraldry of betrayal, Argel Tal was present at multiple pivotal events in the Horus Heresy, from the black sands of Istvan V and the Dropsite Massacre to the far reaches of the Eastern Segmentum and the Shadow Crusade. The so-called Crimson Lord was a blight upon the Imperium who sent uncounted Loyalist souls screaming into the hellspace of the Warp with unmatched zeal and determination.

	WS	BS	S	T	W	I	A	Ld	Sv
Argel Tal	6	5	5	5	4	5	5	10	2+

Unit Composition

- I (Unique)

Unit Type

- Jump Infantry (Character)

Wargear

- Artificer armour
- Daemonic claws
- Frag & krak grenades

Special Rules

- Master of the Legion*
- Independent Character
- Daemon
- Very Bulky
- Rage
- Stubborn
- Damned
- Warlord (If Argel Tal is your army's Warlord, he has the Master of the Vakrah Jal Warlord Trait rather than rolling randomly)

*Note that although Argel Tal does not have the Legiones Astartes (Word Bearers) special rule, an army that has him as its Warlord may still select Word Bearers Legion specific Rites of War.

Argel Tal may be chosen as a HQ choice in a Word Bearers Space Marine Legion army.

This unit may only be taken as part of a Traitor faction army.

Warlord: Master of the Vakrah Jal

An army whose Warlord has this Trait may select Gal Vorbak Dark Brethren units as Troops choices. In addition, while a Warlord with this Trait is part of a unit composed entirely of models with the Daemon special rule, the Warlord and all models in the unit it has joined gain the Feel No Pain special rule.

Damned

Consumed by the dark power of the Warp, these warriors are driven as much by the whims of the Daemon within as the long years of their martial training. On the battlefield they give little regard to tactical necessity and instead immerse themselves in the gory splendour of simple slaughter.

A unit with this special rule never counts as a scoring unit, regardless of the provisions of the mission being played.

Daemonic Claws

These fused talons of twisted ceramite and bone are as capable of rending armour and flesh as any power field or honed steel blade.

Weapon	Range	Str	AP	Type
Daemonic claws	-	+1	3	Melee, Rending, Shred, Two-handed