

CHAOS TERMINATORS

Blessings of Khorne Deep Strike

M7"

T6

SV2+

W3

LD6+

OC1

RW4+

175–350 PTS
Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Combi-bolter

RAPID FIRE 4

R	A	BS	S	AP	D
24"	2	4+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Combi-weapon

ANTI-INFANTRY 4+DEVASTATING WOUNDSRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Heavy flamer

IGNORES COVERTORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Reaper autocannon

DEVASTATING WOUNDSRAPID FIRE 2SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	4+	7	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–6

T7

T8–13

T14+

Bloody Fury

- This unit's ranged attacks that target the closest eligible target can re-roll hit rolls.

- When this unit declares a charge, you can use this part of this ability.

If you do:

-- This unit can re-roll that charge roll.

-- This unit must end that charge move engaged with the closest charge target.

4ANGRIFF

5NAHKAMPF

Accursed weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Chainfist

ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	3	4+	8	-3	2

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

Paired accursed weapons

TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	5	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Power fist

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

6VERTEIDIGUNG

7IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
RETTUNGSWURF JE DS				
DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++

REGELN & KEYWORDS KURZ

Blessings of Khorne If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

ANTI This ability always takes the form [ANTI-X Y+].

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Terminator Champion - Equipped with: Paired accursed weapons, Combi-weapon, Power fist, Accursed weapon, Chainfist, Combi-bolter

4x Combi-bolter, accursed weapon oder Combi-bolter, chainfist oder Combi-bolter, power fist oder Combi-weapon, accursed weapon oder Combi-weapon, chainfist oder Combi-weapon, power fist oder Paired accursed weapons oder Heavy weapon

Each Terminator Champion can replace its Combi-bolter, accursed weapon with Combi-weapon, power fist, Combi-weapon, accursed weapon, Combi-weapon, chainfist, Combi-bolter, chainfist, Combi-bolter, power fist or Paired accursed weapons.

This model's Accursed weapon can be replaced with 1x Chainfist or 1x Power fist.

This model's Combi-bolter can be replaced with 1x Combi-weapon.

This model's Combi-bolter and Accursed weapon can be replaced with 1x Chainfist and 1x Combi-weapon, 1x Combi-weapon and 1x Power fist or 1x Paired accursed weapons.

Each Heavy weapon can replace its Accursed weapon with Power fist or Chainfist.

Each Heavy weapon can replace its Reaper autocannon with Heavy flamer.