IMPERIUM - ADEPTUS MECHANICUS

TERRAX-PATTERN TERMITE [LEGENDS]

Deadly Demise | Deadly Demise D3 | Deep Strike | Doctrina Imperatives

M	T	SV	W	LD	OC
8"	10	3+	14	6+	2

200 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

Termite Assault

This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

3 BESCHUSS

2× Combi bolter — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

2× Heavy flamer — IGNORES COVER | TORRENT

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+

Terrax melta cutter — MELTA 2

R	A	BS	S	AP	D
12"	5	4+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

2× Twin volkite charger — DEVASTATING WOUNDS | TWIN-LINKED

R	A	BS	S	AP	D
18"	2	4+	5	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

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5 NAHKAMPF

Termite drill — ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	6	4+	14	-2	D3+3

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Deadly Demise

D3

GEGEN DIESE EINHEIT

W10 · RW 3+ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

Damaged: 1-5 wounds remaining

While this mdel has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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…

Doctrina Imperatives At the start of the battle round, you can select one of the Doctrina Imperatives below.

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…

MELTA This ability always takes the form [MELTA X].

RAPID FIRE This ability always takes the form [RAPID FIRE 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 Terrax-Pattern Termite [Legends]

Ausrüstung: 2x Combi bolter, 2x Heavy flamer, Terrax melta cutter, 2x Twin volkite charger, Termite drill

- This model can replace its Combi bolters with Heavy flamers or Twin volkite chargers.

Transport

This model has a transport capacity of 12 Adeptus Mechanicus Infantry models. It cannot transport Jump Pack or Kataphron models

KEYWORDS Vehicle, Imperium, Transport, Dedicated Transport, Terrax-pattern Termite, Frame · **FRAKTION** -