CHAOS - CHAOS SPACE MARINES

CHAOS TERMINATOR SQUAD

Dark Pacts | Deep Strike | Stealth

M	T	SV	W	LD	OC	RW
5"	6	2+	3	6+	1	4+

185–370 PTS
Base 40mm

3 BESCHUSS

Combi-bolter — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Combi-weapon — ANTI-INFANTRY 4+ | DEVASTATING WOUNDS | RAPID 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 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+

Reaper autocannon — DEVASTATING WOUNDS | SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	3+	7	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Dark Blessing

Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.

5 NAHKAMPF

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	-2	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

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	4++	4++

KEYWORDS Infantry, Chaos, Terminator, Chaos Terminator Squad · **FRAKTION** Heretic Astartes

1 KOMMANDO

—

2 BEWEGUNG

Unholy Speed
Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker
You can re-roll Advance and Charge rolls made for this model's unit.

4 ANGRIFF

—

VERTEIDIGUNG

Eightfold Eyes
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.

IMMER / EINMALIG

Daemonic Flesh
Add 1 to this model's Toughness characteristic.

Despoilers
Each time this unit makes a Dark Pact, until the end of the phase, each time a model in this unit makes an attack, you can re-roll the Hit roll.

Iron-hard Talons
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Massive Fangs
Melee weapons equipped by this model have the [LANCE] ability.

Mutant Form
Add 1 to this model's Wounds characteristic.

Nurgle
Add 1 to this model's Toughness characteristic.

Scorpion Tail
Add 1 to the Attacks characteristic of melee weapons equipped by this model.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

REGELN & KEYWORDS KURZ

Dark Pacts If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.

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…

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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…

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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

4-9x Accursed weapon and combi-bolter oder Accursed weapon and combi-weapon oder Power fist and combi-weapon oder Chainfist and combi-bolter oder Heavy weapon oder Power fist and combi-bolter oder Chainfist and combi-weapon oder Paired accursed weapons
1x Terminator Champion

Ausrüstung: Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, Accursed weapon, Chainfist, Paired accursed weapons, Power fist

- This model's Combi-bolter can be replaced with 1x Paired accursed weapons.
- Each Heavy weapon can replace its Heavy flamer with Reaper autocannon.
- Each Heavy weapon can replace its Accursed weapon with Chainfist or Power fist.
- Each Terminator Champion can replace its Combi-bolter and accursed weapon with Paired accursed weapons.
- Each Terminator Champion can replace its Accursed weapon with Chainfist or Power fist.
- Each Terminator Champion can replace its Combi-bolter with Combi-weapon.