

CHAOS TERMINATORS

Blessings of Khorne Deep Strike

M7"

T6

SV2+

W3

LD6+

OC1

RW4+

175–350 PTS

Base 40mm



3

BESCHUSS

Combi-bolter

RAPID FIRE 4

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

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+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Heavy flamer

IGNORES COVER

TORRENT

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Reaper autocannon

DEVASTATING WOUNDS

RAPID FIRE 2

SUSTAINED HITS 1

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

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

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.

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++

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	 VERTEIDIGUNG	∞ IMMER / EINMALIG
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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.