

IMPERIUM - ADEPTUS MECHANICUS

TERRAX-PATTERN
TERMITE [LEGENDS]

Deadly Demise

Deadly Demise D3

Deep Strike

Doctrina Imperatives

M

8"

T

10

SV

3+

W

14

LD

6+

QC

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

2x Combi bolter

RAPID FIRE 2

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

2x 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+

Terrax melta cutter

MELTA 2

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

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

2x Twin volkite charger

DEVASTATING WOUNDS

TWIN-LINKED

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

4

ANGRIFF

—

5

NAHKAMPF

Termite drill

ANTI-VEHICLE 3+

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

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

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+

S20+

RETTUNGSWURF JE DS

DS 0

3+

3+

S11-19

DS -1

4+

4+

S10

DS -2

5+

5+

S6-9

DS -3

6+

6+

S1-5

DS -4

-

Damaged: 1-5 wounds remaining

While this mdl 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" horzo...

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