

BROTHERHOOD TERMINATOR SQUAD

Deep Strike Gate of Infinity

M

5"

T

6

SV

2+

W

3

LD

6+

OC

2

RW

4+

150–380 PTS
Base 40mm



1

KOMMANDO

Apothecary's narthecium

In your Command phase, if the bearer is not destroyed, you can return 1 destroyed model (excluding Characters) to the bearer's unit.

2

BEWEGUNG

3

BESCHUSS

Incinerator

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Psilencer

PRECISION

PSYCHIC

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	3+	5	0	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Psycannon

PSYCHIC

R	A	BS	S	AP	D
24"	3	3+	8	-1	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Storm bolter

RAPID FIRE 2

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

4

ANGRIFF

5

NAHKAMPF

Nemesis force weapon

PSYCHIC

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Force Edge (Psychic)

Each time a model in this unit makes a melee attack that targets a unit (excluding Vehicles or Monsters), improve the Armour Penetration characteristic of that attack by 1.

VERTEIDIGUNG

∞

IMMER / EINMALIG

Ancient's Banner

Add 1 to the Objective Control characteristic of models in the bearer's unit.

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++

REGELN & KEYWORDS KURZ

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...

Gate of Infinity If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding u...

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...

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

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.

AUFSTELLUNG

3-9x Terminator or Terminator with Ancient's Banner or Terminator with Narthecium or Terminator with Heavy Weapon

1x Justicar

Ausrüstung: Incinerator, Psilencer, Psycannon, Storm bolter, Nemesis force weapon

Each Terminator with Ancient's Banner can replace its Storm bolter with Incinerator, Psycannon or Psilencer.

Each Terminator with Heavy Weapon can replace its Incinerator with Psilencer or Psycannon.