

CHAOS TERMINATORS

TERMINATOR CHAMPION

M	T	SV	W	LD	OC	
7"	6	2+	3	6+	1	

AUFSTELLUNG

1x Terminator Champion - Equipped with: Paired accursed weapons, Combi-weapon, Power fist, Accursed weapon, Chainfist, Combi-bolter (40mm)
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 (40mm)

Wargear Options:

- 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.



⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 4	24"	2	4+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	5	-1	1
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS, RAPID FIRE 2, SUSTAINED HITS 1	36"	4	4+	7	-1	1

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-3	2
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

RULES - Blessings of Khorne, Deep Strike

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.



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 model or unit the benefit of cover (e.g. Stealth).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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.