

TERMINATOR ASSAULT SQUAD

170–340 PTS

M	T	Sv	W	LD	OC
5"	6	2+	4	6+	1

INVULNERABLE
SAVE



⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Thunder Hammer DEVASTATING WOUNDS	Melee	3	3+	8	-2	3
Twin Lightning Claws TWIN-LINKED	Melee	6	3+	5	-2	1

ABILITIES

Storm Shield

The bearer has a Wounds characteristic of 4.

Teleport Homer

(Once per battle, per unit) At the start of the battle, you can set up one Teleport Homer token for this unit on the battlefield. If you do: When you target this unit with the Rapid Ingress stratagem, you can use that Teleport Homer token. If you do, that use is -1 CP, but when resolving that stratagem, this unit must be set up within 3" of that Teleport Homer token and not within 8" of an enemy unit. That Teleport Homer token is then removed from the battlefield. If an enemy unit ends a move within 1" of that Teleport Homer token, that Teleport Homer token is removed from the battlefield.

Terminatus Assault

If this unit made a charge move this turn, this unit's:

- Lightning Claws weapons have [SUSTAINED HITS 1: NON-MONSTER/VEHICLE]
- Thunder Hammer weapons have [SUSTAINED HITS 1: MONSTER/VEHICLE].

WEAPON ABILITIES

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.*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



AUFSTELLUNG

5-10x Assault Terminator w/
Thunder Hammer & Storm
Shield oder Assault
Terminator w/ Twin Lightning
Claws oder Assault
Terminator Sergeant (40mm)

Equipped with: Thunder
Hammer, Twin Lightning Claws

Wargear Options:

- Each Assault Terminator
Sergeant can replace its Twin
Lightning Claws with Thunder
Hammer & Storm Shield.



KEYWORDS: Infantry,
Imperium, Terminator
Assault Squad, Terminator
FACTION KEYWORDS:
Adeptus Astartes

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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