

IMPERIUM - SPACE MARINES

RELIC TERMINATOR SQUAD [LEGENDS]

Combat Doctrines Deep Strike

M5"

T5

SV2+

W3

LD6+

OC1

200–400 PTS

Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Combi-bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Heavy Flamer

BLAST 2TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Reaper Autocannon

DEVASTATING WOUNDS

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	3+	7	-1	1

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

Volkite Charger

DEVASTATING WOUNDS

R	A	BS	S	AP	D
18"	2	3+	5	0	2

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Plasma Blaster - Standard

R	A	BS	S	AP	D
18"	2	3+	7	-2	1

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

Plasma Blaster - Supercharge

HAZARDOUS

R	A	BS	S	AP	D
18"	2	3+	8	-3	2

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

4ANGRIFF

5NAHKAMPF

Chainfist

ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	3	4+	8	-2	2

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

Power weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Twin lightning claws

TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	5	-2	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

VERTEIDIGUNG

Fury of the First

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll

IMMER / EINMALIG

Grenade Harness

The bearer has the Grenades keyword

Invulnerable Save

4+

GEGEN DIESE EINHEIT

W5 · RW 2+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6–9

4+S5

5+S3–4

6+S1–2

RETTUNGSWURF JE DS

DS 02+

DS –13+

DS –24+

DS –35+

DS –46+

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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+].

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

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

5-10x Relic Terminator Sergeant oder Relic Terminator w/ Power Fist oder Relic Terminator w/ Twin Lightning Claws oder Relic Terminator w/ Power Weapon oder Relic Terminator w/ Chain Fist oder Relic Terminator w/ Heavy Weapon

Ausrüstung: Combi-bolter, Heavy Flamer, Reaper Autocannon, Volkite Charger, ➤ Plasma Blaster - Standard, ➤ Plasma Blaster - Supercharge, Chainfist, Power fist, Power weapon, Twin lightning claws

This model's Power fist and Combi-bolter can be replaced with 1x Twin lightning claws.

This model's Power fist can be replaced with 1x Power weapon or 1x Chainfist.

Each Relic Terminator Sergeant can be equipped with 1x Twin lightning claws.

Each Relic Terminator Sergeant can replace its Combi-bolter with Volkite Charger or Plasma Blaster.

Each Relic Terminator Sergeant can replace its Power fist with Power weapon or Chainfist.

Each Relic Terminator w/ Heavy Weapon can replace its Reaper Autocannon with Heavy Flamer.

Each Relic Terminator w/ Heavy Weapon can replace its Power fist with Power weapon or Chainfist.

KEYWORDS Infantry, Imperium, Terminator, Relic Terminator Squad · FRAKTION Adeptus Astartes