

ANCIENT IN TERMINATOR ARMOUR

M	T	SV	W	LD	OC	RW
5"	6	2+	5	6+	2	4+

75 PTS

Base 40mm



- Support
- Combat Doctrines
- Deep Strike

1KOMMANDO

2BEWEGUNG

Raise the Banner

At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

3BESCHUSS

Storm bolter **RAPID FIRE 2**

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4ANGRIFF

5NAHKAMPF

Master-crafted power weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

VERTEIDIGUNG

Never Shall the Standard Fall

While this unit is within range of an objective, attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 5 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

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...

Support Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Ancient in Terminator Armour

Ausrüstung: Storm bolter, Master-crafted power weapon

Anführer

This model can be attached to the following units: DEATHWATCH TERMINATOR SQUAD, DEATHWING KNIGHTS, DEATHWING TERMINATOR SQUAD, TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, WOLF GUARD TERMINATORS