IMPERIUM - SPACE MARINES

TERMINATOR SQUAD

Combat Doctrines | Deep Strike

M	T	SV	W	LD	OC	RW
5"	6	2+	3	6+	1	4+

190–380 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

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.

3 BESCHUSS

Assault Cannon — SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	3+	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Heavy Flamer — BLAST 2 — TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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+

➤ Cyclone missile launcher - frag — BLAST 2

R	A	BS	S	AP	D
36"	8	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Cyclone missile launcher - krak

R	A	BS	S	AP	D
36"	2	3+	10	-2	D3+3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

4 ANGRIFF

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5 NAHKAMPF

Power fist

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Power weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Chainfist - Hunter: Monster/Vehicle

R	A	WS	S	AP	D
Melee	3	3+	12	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

➤ Chainfist - Standard

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

VERTEIDIGUNG

Fury of the First

This unit's attacks that target a unit within 9" of this unit have +1 AP.

∞ IMMER / EINMALIG

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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

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…

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…

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

5-10x Terminator Sergeant oder Terminator w/ Power Fist oder Terminator w/ Chain Fist oder Terminator w/ Heavy Weapon

Ausrüstung: Assault Cannon, Heavy Flamer, Storm bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, Power fist, Power weapon, ➤ Chainfist - Hunter: Monster/Vehicle, ➤ Chainfist - Standard

- This model's Power fist can be replaced with 1x Chainfist.
- Each Terminator Sergeant can replace its Power fist with Power weapon or Chainfist.
- Each Terminator w/ Heavy Weapon can replace its Cyclone Missile Launcher & Storm Bolter with Heavy Flamer or Assault Cannon.
- Each Terminator w/ Heavy Weapon can replace its Power fist with Chainfist.

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