

ANCIENT IN TERMINATOR ARMOUR

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

AUFSTELLUNG
1x Ancient in Terminator Armour (40mm)
Equipped with: Storm bolter, Master-crafted power weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	5	3+	5	-2	2

ABILITIES

CORE - Support

RULES - Combat Doctrines, Deep Strike, Support

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.

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

Leader
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



WEAPON RULES

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).