

RELIC TERMINATOR SQUAD [LEGENDS]

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

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

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

Wargear Options:

- 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.

RANGED WEAPONS



WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	1
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Reaper Autocannon DEVASTATING WOUNDS, SUSTAINED HITS 1	36"	4	3+	7	-1	1
Volkite Charger DEVASTATING WOUNDS	18"	2	3+	5	0	2
► Plasma Blaster - Standard	18"	2	3+	7	-2	1
► Plasma Blaster - Supercharge HAZARDOUS	18"	2	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

ABILITIES

RULES - Combat Doctrines, Deep Strike

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

Grenade Harness
The bearer has the Grenades keyword

Invulnerable Save
4+



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).



Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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.

