

TERMINATOR ASSAULT SQUAD

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

AUFSTELLUNG

5-10x Assault Terminator w/ Thunder Hammer & Storm Shield oder Assault Terminator w/ Twin Lightning Claws oder Assault Terminator Sergeant (40mm)

Equipped with: Thunder Hammer, Twin Lightning Claws

Wargear Options:

- Each Assault Terminator Sergeant can replace its Twin Lightning Claws with Thunder Hammer & Storm Shield.

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Thunder Hammer DEVASTATING WOUNDS	Melee	3	3+	8	-2	3
Twin Lightning Claws TWIN-LINKED	Melee	6	3+	5	-2	1

ABILITIES

RULES - Combat Doctrines, Deep Strike

Storm Shield

The bearer has a Wounds characteristic of 4.

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.



Terminatus Assault

If this unit made a charge move this turn, this unit's:

- Lightning Claws weapons have [SUSTAINED HITS 1: NON-MONSTER/VEHICLE]
- Thunder Hammer weapons have [SUSTAINED HITS 1: MONSTER/VEHICLE].

WEAPON RULES

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.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.