

# TERMINUS ULTRA [LEGENDS]

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | SV | W  | LD | OC |
| 10" | 12 | 2+ | 16 | 6+ | 5  |

## AUFSTELLUNG

1x Terminus Ultra [Legends]

**Equipped with:** Hunter-killer missile, Lascannon, Multi-melta, Storm bolter, 3x ► Terminus Lascannon - Overload, 3x ► Terminus Lascannon - Standard, Armoured Tracks

### Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.
- This model can be equipped with 1x Storm bolter.

## ⦿ RANGED WEAPONS

| WEAPON                                                                      | RANGE | A | BS | S  | AP | D    |
|-----------------------------------------------------------------------------|-------|---|----|----|----|------|
| Hunter-killer missile<br><small>ONE SHOT</small>                            | 48"   | 1 | 2+ | 14 | -3 | D3+3 |
| Lascannon                                                                   | 48"   | 1 | 3+ | 12 | -3 | D6+1 |
| Multi-melta<br><small>MELTA 2</small>                                       | 18"   | 2 | 3+ | 9  | -4 | D6   |
| Storm bolter<br><small>RAPID FIRE 2</small>                                 | 24"   | 2 | 3+ | 5  | -1 | 1    |
| 3x ► Terminus Lascannon - Overload<br><small>HAZARDOUS, TWIN-LINKED</small> | 48"   | 1 | 3+ | 14 | -3 | D6+3 |
| 3x ► Terminus Lascannon - Standard<br><small>TWIN-LINKED</small>            | 48"   | 1 | 3+ | 12 | -3 | D6+1 |

## ✂ MELEE WEAPONS

## ABILITIES

**RULES** - Combat Doctrines, Deadly Demise D6

### Assault Ramp

Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

### Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured Tracks | Melee | 6 | 4+ | 8 | 0  | 1 |

## WEAPON RULES

### 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.

### Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

### One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.



### **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).*

### **Twin-linked**

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

