

DEATHSHROUD TERMINATORS

DEATHSHROUD TERMINATOR CHAMPION

M	T	SV	W	LD	OC	
5"	7	2+	4	6+	1	

AUFSTELLUNG

1x Deathshroud Terminator Champion - Equipped with: ►
Manreaper - strike, ► Manreaper - sweep, Plaguespurt
gauntlet (40mm)
2-5x Deathshroud Terminator (40mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plaguespurt gauntlet <small>ANTI-INFANTRY 4+, IGNORES COVER, PISTOL, TORRENT</small>	12"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Manreaper - strike <small>LETHAL HITS</small>	Melee	4	2+	8	-2	2
► Manreaper - sweep <small>LETHAL HITS</small>	Melee	8	3+	4	-1	1

ABILITIES

RULES - Deep Strike, Nurgle's Gift (Aura)

Death Approaches

In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all Afflicted enemy units, and more than 8" horizontally away from any other enemy units.

Icon of Despair (Aura)

While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

Silent Bodyguard

While a Character model is leading this unit, that Character model has the Feel No Pain 4+ ability.



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+.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.