

CHAOS TERMINATORS

Deep Strike Thrill Seekers

M6"

T6

SV2+

W3

LD6+

OC1

RW4+

155–360 PTS

Base 40mm



3 BESCHUSS

Combi-bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	5	-1	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Reaper autocannon

DEVASTATING WOUNDS

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	3+	7	-1	1

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

Lethal Obsession

In your Shooting phase, after this unit has shot, you can use this ability. If you do, select one enemy unit hit by those ranged attacks. Until the end of the turn, when this unit declares a charge:

- This unit can re-roll that charge roll.
- This unit must end that charge move engaged with that enemy unit.

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 3 LP je Modell
WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
RETTUNGSWURF JE DS				
DS 0 2+	DS –1 3+	DS –2 4+	DS –3 4++	DS –4 4++

5 NAHKAMPF

Accursed weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Chainfist

ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	3	4+	8	-2	2

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

Paired accursed weapons

TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	5	-2	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	 VERTEIDIGUNG	∞ IMMER / EINMALIG
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REGELN & KEYWORDS KURZ

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

Thrill Seekers If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so: - It cann...

ANTI This ability always takes the form [ANTI-X Y+].

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...

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 mod...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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.

AUFSTELLUNG

- 1x Terminator Champion - Equipped with: Paired accursed weapons, Combi-bolter, Accursed weapon, Combi-weapon, Chainfist, Power fist
- 4x Accursed weapon and combi-bolter oder Accursed weapon and combi-weapon oder Power fist and combi-weapon oder Chainfist and combi-bolter oder Heavy weapon oder Power fist and combi-bolter oder Chainfist and combi-weapon oder Paired accursed weapons
- Each Terminator Champion can replace its Accursed weapon and combi-bolter with Accursed weapon and combi-weapon, Chainfist and combi-bolter, Chainfist and combi-weapon, Power fist and combi-bolter, Power fist and combi-weapon or Paired accursed weapons.
 - Each Heavy weapon can replace its Heavy flamer with Reaper autocannon.
 - Each Heavy weapon can replace its Accursed weapon with Chainfist or Power fist.