

CHAOS TERMINATORS

155–360 PTS



TERMINATOR CHAMPION

M	T	SV	W	LD	OC	
6"	6	2+	3	6+	1	4+



RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Combi-bolter	RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon	ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Heavy flamer	IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon	DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	3+	7	-1	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Accursed weapon		Melee	4	3+	5	-2	1
Chainfist	ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Paired accursed weapons	TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist		Melee	3	3+	8	-2	2

AUFSTELLUNG

1x Terminator Champion - Equipped with: Paired accursed weapons, Combi-bolter, Accursed weapon, Combi-weapon, Chainfist, Power fist (40mm)
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 (40mm)

Wargear Options:

- 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.

ABILITIES

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.



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+.*

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.*

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).

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.

CORE RULES

◆ 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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ 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 cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.