

TERMINATOR SQUAD160–320 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE
SAVE

4+

✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Fist	Melee	3	3+	8	-2	2

ABILITIES

Judgement of the Weak

Each time an enemy unit (excluding MONSTERS and VEHICLES) within engagement range of this unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

Teleport Homer

At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 8" horizontally of any enemy models. That token is then removed.

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.



AUFSTELLUNG

5-10x Terminator Sergeant oder Terminator w/ Power Fist oder Terminator w/ Chain Fist oder Terminator w/ Heavy Weapon

Equipped with: Power Fist

Wargear Options:

- Each Terminator Sergeant can replace its Power weapon with Chainfist or Power fist.
- Each Terminator w/ Heavy Weapon can replace its Cyclone Missile Launcher & Storm Bolter with Heavy Flamer or Assault Cannon.
- Each Terminator w/ Heavy Weapon can replace its Power Fist with Chainfist.



KEYWORDS: Infantry, Imperium,
Terminator, Terminator Squad

FACTION KEYWORDS: Adeptus
Astartes, Black Templars