

ANCIENT IN TERMINATOR ARMOUR

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

AUFSTELLUNG

1x Ancient in Terminator Armour

Equipped with: Storm bolter, Chainfist, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- This model can replace its Storm Bolter and Melee Weapon with Thunder Hammer & Terminator Storm Shield or Twin lightning claws.
- This model can replace its Power weapon with Power fist, Thunder Hammer, Chainfist or Close combat weapon.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI VEHICLE 3+	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	2+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1

ABILITIES

CORE - Support

RULES - Deep Strike, Support

Astartes Banner

While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Keep the Banner High

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength

Terminator Storm Shield

The bearer has a Wounds characteristic of 6.



Thunder Hammer	Melee	4	3+	8	-2	2
DEVASTATING WOUNDS						
Twin lightning claws	Melee	6	2+	5	-2	1
TWIN-LINKED						

Leader

This model can be attached to the following units:

- DEATHWATCH TERMINATOR SQUAD
- DEATHWING KNIGHTS
- DEATHWING TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

You can attach this model to one of the above units even if one Captain, Chapter Master or Lieutenant model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.



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.

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.

