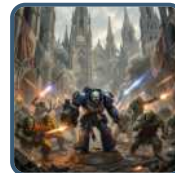


RELIC TERMINATOR SQUAD

[LEGENDS]

200–400 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	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
Volkite Charger DEVASTATING WOUNDS	18"	2	3+	5	0	2
► Plasma Blaster - Standard	18"	2	3+	7	-2	1
► Plasma Blaster - Supercharge HAZARDOUS	18"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

AUFSTELLUNG

5-10x Relic Terminator Sergeant oder Relic Terminator w/ Power Fist oder Relic Terminator w/ Twin Lightning Claws oder Relic Terminator w/ Power Weapon oder Relic Terminator w/ Chain Fist oder Relic Terminator w/ Heavy Weapon

Equipped with: Combi-bolter, Heavy Flamer, Reaper Autocannon, Volkite Charger, ► Plasma Blaster - Standard, ► Plasma Blaster - Supercharge, Chainfist, Power fist, Power weapon, Twin lightning claws

Wargear Options:

- This model's Power fist and Combi-bolter can be replaced with 1x Twin lightning claws.
- This model's Power fist can be replaced with 1x Power weapon or 1x Chainfist.
- Each Relic Terminator Sergeant can be equipped with 1x Twin lightning claws.
- Each Relic Terminator Sergeant can replace its Volkite Charger with Plasma Blaster or Combi-bolter.
- Each Relic Terminator Sergeant can replace its Power fist with Power weapon or Chainfist.
- Each Relic Terminator w/ Heavy Weapon can replace its Reaper Autocannon with Heavy Flamer.
- Each Relic Terminator w/ Heavy Weapon can replace its Power fist with Power weapon or Chainfist.



ABILITIES

Fury of the First

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll

Grenade Harness

The bearer has the Grenades keyword

Invulnerable Save

4+

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.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

