

TERMINATOR ASSAULT SQUAD

155–310 PTS



M

5"

T

5

SV

2+

W

4

LD

6+

OC

1

4+

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Thunder Hammer	DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Thunder Hammer	DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Twin Lightning Claws	TWIN-LINKED	Melee	6	3+	5	-2	1
Twin Lightning Claws	TWIN-LINKED	Melee	6	3+	5	-2	1

AUFSTELLUNG

5-10x Assault Terminator w/ Thunder Hammer & Storm Shield oder Assault Terminator w/ Twin Lightning Claws oder Assault Terminator Sergeant

Equipped with: Thunder Hammer, Twin Lightning Claws

Wargear Options:

- Each Assault Terminator Sergeant can replace its Thunder Hammer & Storm Shield with Twin Lightning Claws.

ABILITIES

- Storm Shield**
The bearer has a Wounds characteristic of 4.
- Storm Shield**
The bearer has a Wounds characteristic of 4.

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.

Terminatus Assault

At the start of the Fight phase, each enemy unit within Engagement Range of this unit must take a Battle-Shock test.

WEAPON RULES

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.

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.

