

Elite	10PL	Terminator Squad								
Name	M	WS	BS	S	T	W	A	Ld	Sv	
Terminator	5"	3+	3+	4	4	2	2	8	2+	
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+	
This unit contains 1 Terminator Sergeant and 2 Terminators. It may include up to 2 additional Terminators (Power Level + 4) or up to an additional 7 Terminators (Power Level + 14). <ul style="list-style-type: none"> The Terminator Sergeant is armed with a Storm Bolter and a Power Sword. Each Terminator is armed with a Storm Bolter and a Power Fist. 										
Weapon	Range	Type	S	AP	D	Abilities				
Storm Bolter	24"	Rapid Fire 2	4	0	1	-				
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.				
Power Fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.				
Power Sword	Melee	Melee	User	-3	1	-				
Weapon Options	<ul style="list-style-type: none"> For every two Terminators in the unit, one Terminator may replace his storm bolter with a weapon from the <i>Terminator Heavy Weapons</i> list. Any Terminator may replace its power fist with a chainfist. The unit may take a teleport homer. 									
Abilities	<p>And They Shall Know No Fear (pg 74)</p> <p>Combat Squad: Before any models are deployed at the start of the game, a Terminator Squad containing 10 models may be split into two units, each containing 5 models.</p> <p>Teleport Strike: During Deployment, you can set up this unit in a teleportarium chamber, instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle - Set them up anywhere on the battlefield that is more than 9" away from any enemy model.</p> <p>Teleport Homer: If this unit has a teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy is ever within 9" of a teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly Adeptus Astartes teleport homers on the battlefield, this unit can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove this unit and then set it up with all models within 6" of a friendly Adeptus Astartes teleport homer. That teleport homer is then removed from the battlefield.</p> <p>Black Carapace: You may re-roll failed Save (Sv) and Invulnerability (Inv) rolls for models in this unit</p> <p>Crux Terminatus: This model has a +5 Invulnerability save.</p> <p>Veteran Fire Doctrine: Models in this unit can fire twice if they remained stationary this turn (including when firing Overwatch).</p>									
Faction Keywords	IMPERIUM, ADEPTUS ASTARTED									
Keywords	INFANTRY, TERMINATOR, TERMINATOR SQUAD									
Elite	10PL	Terminator Assault Squad								
Name	M	WS	BS	S	T	W	A	Ld	Sv	
Terminator	5"	3+	3+	4	4	2	2	8	2+	
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+	
This unit contains 1 Terminator Sergeant and 2 Terminators. It may include up to 2 additional Terminators (Power Level + 4) or up to an additional 7 Terminators (Power Level + 14). <ul style="list-style-type: none"> The Terminator Sergeant is armed with a pair of Lightning Claws. Each Terminator is armed with a pair of Lightning Claws.. 										
Weapon	Range	Type	S	AP	D	Abilities				
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.				
Thunder Hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.				
Power Sword	Melee	Melee	User	-3	1	-				
Weapon Options	<ul style="list-style-type: none"> The Assault Terminator Sergeant may replace its Lightning Claws with a Thunder Hammer and Storm Shield Any Terminator may replace its Lightning Claws with a Thunder Hammer and Storm Shield The unit may take a teleport homer. 									
Abilities	<p>And They Shall Know No Fear (pg 74)</p> <p>Teleport Strike: During Deployment, you can set up this unit in a teleportarium chamber, instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle - Set them up anywhere on the battlefield that is more than 9" away from any enemy model.</p> <p>Teleport Homer: If this unit has a teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy is ever within 9" of a teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly Adeptus Astartes teleport homers on the battlefield, this unit can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove this unit and then set it up with all models within 6" of a friendly Adeptus Astartes teleport homer. That teleport homer is then removed from the battlefield.</p> <p>Combat Squad: Before any models are deployed at the start of the game, a Terminator Squad containing 10 models may be split into two units, each containing 5 models.</p> <p>Black Carapace: You may re-roll failed Save (Sv) and Invulnerability (Inv) rolls for models in this unit</p> <p>Crux Terminatus: This model has a +5 Invulnerability save.</p> <p>Veteran Combat Tactics: If an enemy unit attempts to fallback from a unit with this ability, each units controller rolls a die and adds the result to their units highest leadership characteristic. If the enemy units result does not exceed this units result, they cannot Fall Back.</p> <p>Storm Shield: This model has a +3 Invulnerability save.</p>									
Faction Keywords	IMPERIUM, ADEPTUS ASTARTED									
Keywords	INFANTRY, TERMINATOR, ASSAULT TERMINATOR SQUAD									