

TERMINATOR ASSAULT SQUAD

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

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 9" horizontally of any enemy models. That token is then removed.

Terminatus Assault: Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR ASSAULT SQUAD

Terminator Assault Squads are armed with devastating close-combat weaponry perfect for ferocious vanguard assaults and savage boarding actions. They rush to engage the enemy's greatest warriors, shredding the foe with lightning claws or shattering their skulls with thunder hammers.



WARGEAR OPTIONS

- Any number of models can each have their thunder hammer and storm shield replaced with 1 twin lightning claws.

UNIT COMPOSITION

- 1 Assault Terminator Sergeant
- 4-9 Assault Terminators

Every model is equipped with: thunder hammer; storm shield.

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