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POWER

TERRAX-PATTERN TERMITE ASSAULT DRILL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terrax-pattern Termite Assault Drill	*	4+	*	7	8	10	*	8	3+

A Terrax-pattern Termite Assault Drill is a single model equipped with two storm bolters, a melta cutter and a Termite drill.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	8"	3+	6
3-5	6"	4+	D6
1-2	4"	5+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Melta cutter	12"	Assault D3	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin volkite charger	15"	Heavy 4	5	0	2	-
Termite drill	Melee	Melee	x2	-4	3	After the bearer has made all of its attacks, roll a D6 for each model that suffered damage from this weapon this phase but has not been destroyed; on a 2+ the model being rolled for suffers a mortal wound and, if that model is not destroyed, you can roll another D6. This time, that model suffers a mortal wound on a 3+. Keep rolling a D6, increasing the result required to cause a mortal wound by 1 each time, until the model being rolled for is destroyed or the roll is failed.

WARGEAR OPTIONS • This model may replace both its storm bolters with either two heavy flamers or two twin volkite chargers.

ABILITIES

Subterranean Assault: During deployment, you can set up this model, along with any units embarked within it, underground instead of placing it on the battlefield. At the end of any of your Movement phases, this model can perform a subterranean assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any units embarked inside can then immediately disembark, but they must be set up more than 9" from any enemy models. Any models that cannot be set up because there is not enough room are slain.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Designer's Note: This model can be taken in three different Factions: Space Marines, Chaos Space Marines and Adeptus Mechanicus. Its Transport rules and keywords change depending on which of the three you choose. Note that if it is from the Space Marines Faction, you cannot choose for it to be from the LEGION OF THE DAMNED or GREY KNIGHTS Chapters. It can be from any other Chapter, including BLOOD ANGELS, DARK ANGELS, SPACE WOLVES and DEATHWATCH. Also note that if it is from the Adeptus Mechanicus Faction, this model does not have the Canticles of the Omnissiah ability, but including it in a Detachment does not prevent other models with this ability from using it (i.e. when determining if every unit in a Detachment has the Canticles of the Omnissiah ability, do not count this model).

SPACE MARINES

TRANSPORT This model can transport 12 <CHAPTER> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, CENTURION, WULFEN or PRIMARIS models.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS VEHICLE, TRANSPORT, TERMITE ASSAULT DRILL

CHAOS SPACE MARINES

TRANSPORT This model can transport 12 <LEGION> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or CULT OF DESTRUCTION models.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS VEHICLE, TRANSPORT, TERMITE ASSAULT DRILL

ADEPTUS MECHANICUS

TRANSPORT This model can transport 12 SECUTARI INFANTRY or <FORGE WORLD> INFANTRY models. It cannot transport BELISARIUS CAWL, KATAPHRON BREACHER or KATAPHRON DESTROYER models.

FACTION KEYWORDS IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>

KEYWORDS VEHICLE, TRANSPORT, TERMITE ASSAULT DRILL

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL
(Does not include wargear)		
Terrax-pattern Termite Assault Drill	1	130

WARGEAR

ITEM	POINTS PER ITEM
Heavy flamer	17
Melta cutter	0
Storm bolter	2
Termite drill	0
Twin volkite charger	8