



HELLFORGED TERMITE

DAMAGE

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

REMAINING W	WS	BS	A
6-10+	4+	3+	4
3-5	5+	4+	3
1-2	6+	5+	D3

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Termite	6"	*	*	7	8	10	*	8	3+

This unit contains 1 Hellforged Termite. A Hellforged Termite is equipped with a rock eater and two combi-bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rock eater	8"	Pistol 1	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.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS A Hellforged Termite may replace either of its combi-bolters for a heavy flamer.

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.

Machina Malefica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of a 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as the one in which this ability is used.

In the Belly of the Beast: At the end of any Movement phase in which one or more units disembarks from a Hellforged Termite, roll a D6. On the roll of a 1, one model from a disembarking unit, chosen by the controlling player, is slain. The number of models removed due to the effects of this rule are counted as slain models for the Hellforged Termite's Machina Malefica ability at the end of the turn.

Breaching Tremor: When this model arrives on the battlefield performing a subterranean assault, enemy units within 12" suffer a single mortal wound.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6, it explodes and the hellish energies at its core are unleashed. Each unit within 2D6" suffers D6 mortal wounds unless it is a **PSYKER**, in which case it suffers 2D3 mortal wounds instead.

TRANSPORT This model can transport 12 <LEGION> or **MARK OF CHAOS INFANTRY** models. It cannot, however, transport **TERMINATORS**, **CULT OF DESTRUCTION** or **JUMP PACK** models.

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

KEYWORDS VEHICLE, TRANSPORT, HELLFORGED TERMITE, HELLFORGED

POINTS SUMMARY

UNIT	MODELS PER UNIT	POINTS PER MODEL
Hellforged Termite	1	92

RANGED WEAPONS POINTS COST

WEAPON	POINTS PER WEAPON
Combi-bolter	2
Heavy flamer	17
Rock eater	10