8 TERRAX-PATTERN TERMITE DAMAGE Some of this model's characteristics of it suffers damage, as shown below: it suffers damage, as shown below:										ange as			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Terrax-pattern Termite					-					6-10+	8"	3+	6
Assault Drill	*	4+	*	7	8	10	*	8	3+	3-5	6"	4+	D6
A Terrax-pattern Termite . cutter and a Termite drill.	Assault Dri	ll is a sii	ngle mod	el equippe	ed with	h two s	torm bo	lters, a r	nelta	1-2	4"	5+	D3
WEAPON	RANGE	ТҮРЕ			S	AP	D	ABILIT	TES				
Heavy flamer	8"	Hea	vy D6	1	5	-1	1	This	veapon	automatically hits its ta	arget.		1
Melta cutter	12"	,		:	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"	Rapi	d Fire 2	4	4	0	1	-	t i court.				ι.
Twin volkite charger	15"	Hear		:	5	0	2	-					
Termite drill	Melee	Mele	ee	x	x2	-4	3	phase being mode time, rollin morta	but ha rolled is not that mo g a D6, al woun	hat suffered damage fro s not been destroyed; o or suffers a mortal wou destroyed, you can roll odel suffers a mortal wo increasing the result re d by 1 each time, until lestroyed or the roll is f	n a 2+ the and and, if another I ound on a quired to the model	model T that D6. This 3+. Keep cause a	
WARGEAR OPTIONS	• This m									amers or two twin voll	•		
ABILITIES	undergr perform models.	ound in a subte Any un	stead of j rranean its emba	placing it c assault – se ked inside	on the et it up e can t	battlef anyw hen in	field. At t here on nmediate	the end of the battl ely disen	of any o efield tl 1bark, b	along with any units er f your Movement phas hat is more than 9" away ut they must be set up	es, this mo y from any more than	odel can 7 enemy	
ABILITIES	undergr perform models. any ener Explode embarke Designe <i>Adeptus</i> <i>that if it</i> GREY K WOLVES <i>the Cant</i>	ound in a subte Any un my mod es: If thi ed mode er's Note Mechar is from NIGHTS s and D ticles of i ng it (i.e	stead of p rranean a its embai els. Any s model i els disem e: This mu ticus. Its the Space 6 Chapter EATHWA the Omnite, when d	blacing it c assault – se ked inside models tha s reduced bark; on a odel can be Iransport i Marines I s. It can be rCH . Also ssiah abilit etermining	on the et it up e can t at cann to 0 w 6 it ex e taken rules a Faction e from note th ty, but g if even	battlef o anyw hen im not be counds cplodes <i>a in thr</i> <i>and key</i> <i>a, you c</i> <i>any oti</i> <i>hat if it</i> <i>includ</i> <i>rry unit</i>	field. At there on mediate set up be s and each ee differe words cher cher Chag t is from ling it in t in a Det	the end of the battl ely disen ecause the of before the unit we cant Faction ange de theores for other, inclu- the Adep a Detacl	of any o efield th ubark, b here is r e remov rithin 6' ons: Spa pending it to be uding B otus Me ument d	f your Movement phase nat is more than 9" away	es, this mo y from any more than ain. ld and bef unds. <i>ce Marines</i> <i>ou choose.</i> HE DAMN ANGELS, <i>todel does</i> <i>odels with</i>	adel can y enemy 9" from ore any and Note ED or SPACE not have this ability	,
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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