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THE HORUS HERESY®

CATAPHRACTII TERMINATORS



STEPS
ÉTAPES • PASOS
SCHRIITTE • FASI

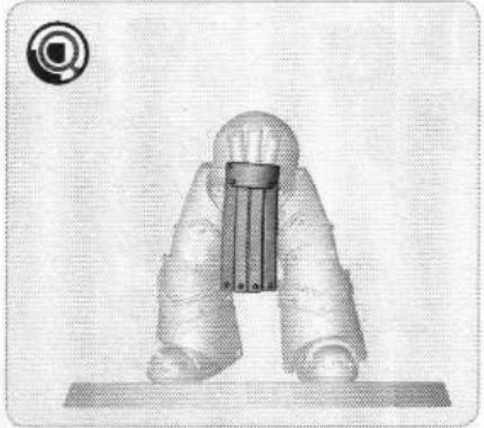
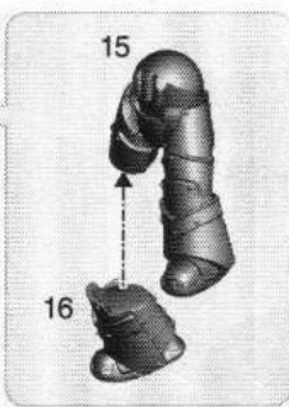
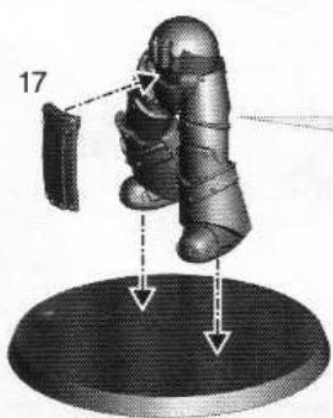
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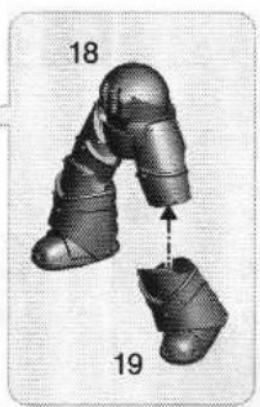
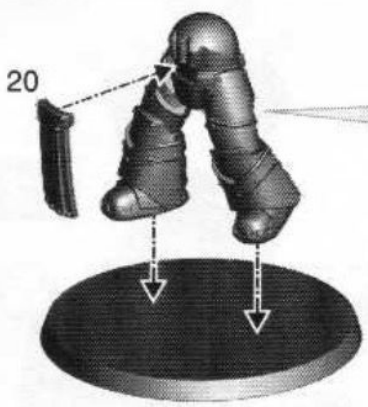


Follow step 1 for all variants • Suivre l'étape 1 pour toutes les variantes • Sigue el paso 1 para todas las variantes
 Folge Schritt 1 für alle Varianten • Segui le fasi 1 per tutte le varianti

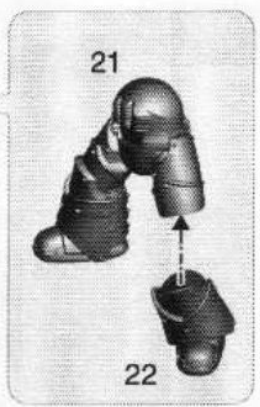
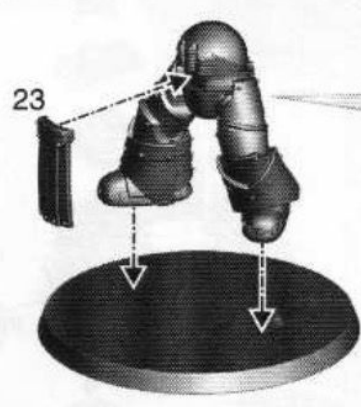
1 a



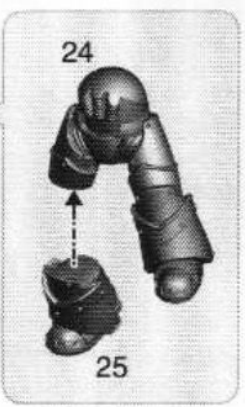
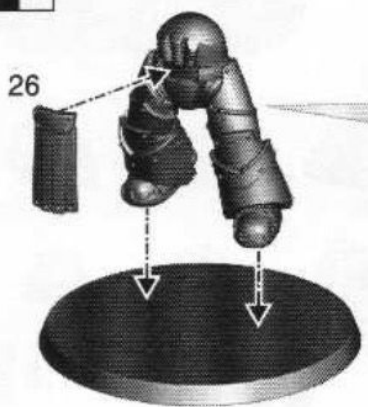
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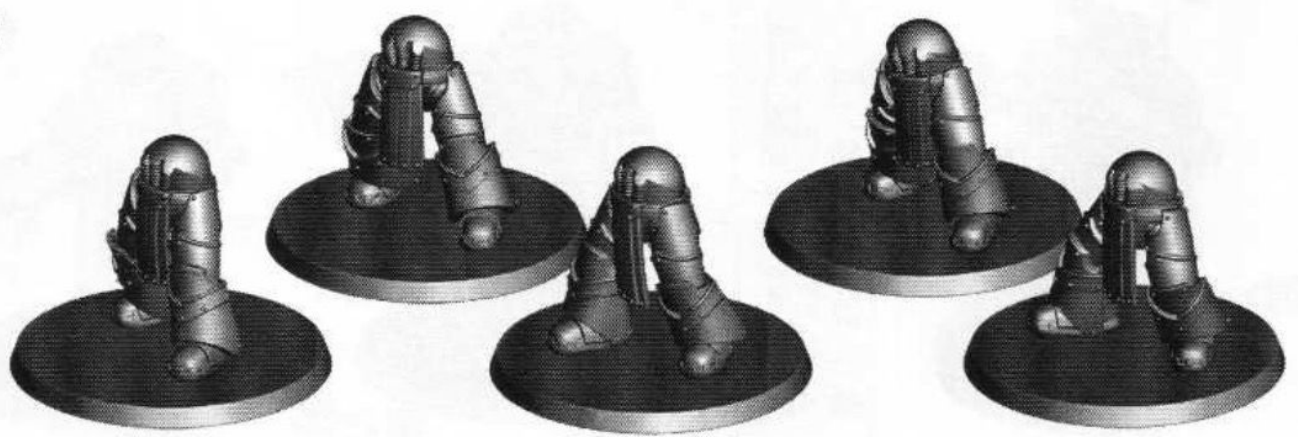
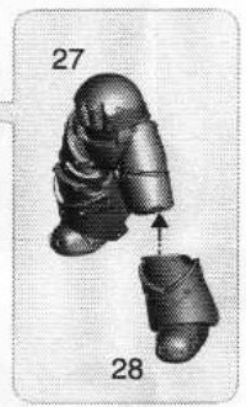
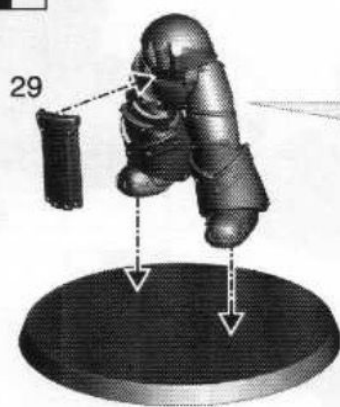
1 c



1 d



1 e



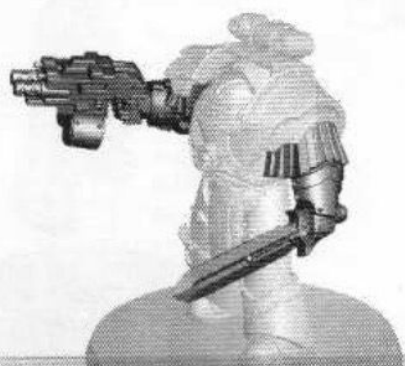


2



Lightning claws • Griffes Lightning • Energieklauen

3



Ranged weapon & melee weapon • Arme de tir & arme de mêlée
Fernkampf-Waffe & Nahkampf-Waffe

2 a

70

69

37

36

7

1

1

2 b

60

61

2 a



8



9



10



11



12



13

2 c

62

63

2 b

2 d



64

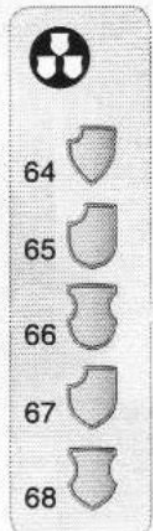
65

66

67

68

2 c



3 a70
6958
59

40

1
7**1**

41

42

43

3 b

8

9



10

11



12

13

60

61

3 a**3 c**

62

63

3 b**3 d**

64



65



66



67



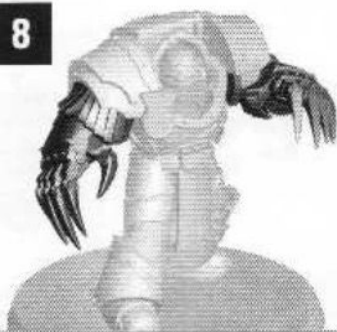
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3 c

4 CATAPHRACTII TERMINATOR 1



4 a-b & 8



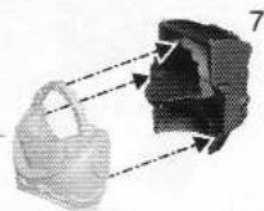
Lightning claws • Griffes Lightning • Energieklauen

4 a;c & 8

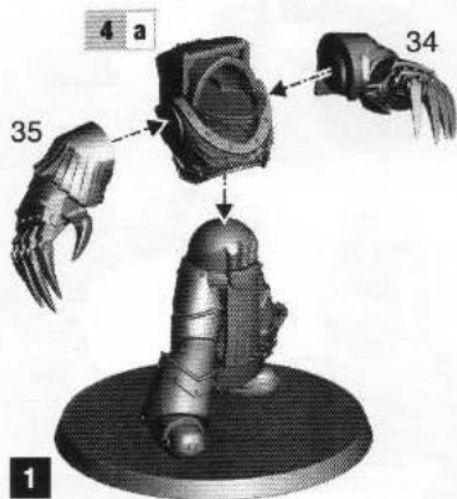


Ranged weapon & melee weapon • Arme de tir & arme de mêlée
Fernkampfwanne & Nahkampfwanne

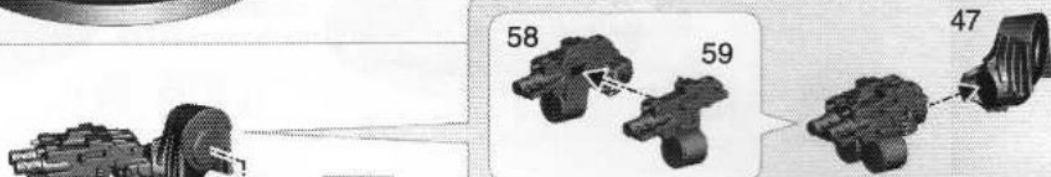
4 a



4 b



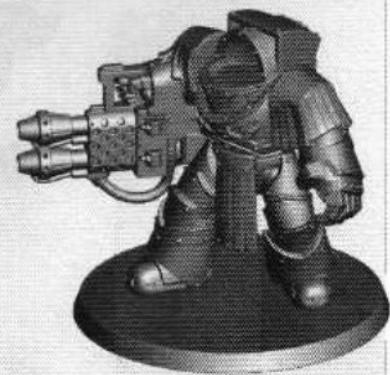
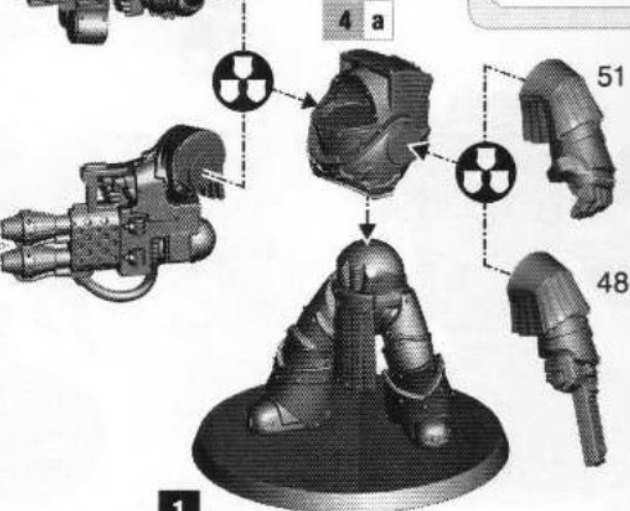
4 c



49



50



5 CATAPRACTII TERMINATOR 2



5 a-b & 8



Lightning claws • Griffes Lightning • Energieklauen

5 a; c & 8



Ranged weapon & melee weapon • Arme de tir & arme de mêlée
Fernkampfwanne & Nahkampfwanne

5 a



2

3

4

5

6

7

5 b

33

5 a

32

1



5 c

44

5 a

45

46

58

59

1



6 CATAPHRACTII TERMINATOR 3



6 a-b & 8



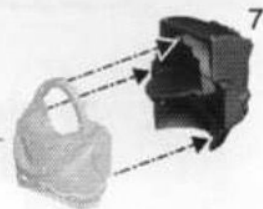
Lightning claws • Griffes Lightning • Energieklauen

6 a; c & 8

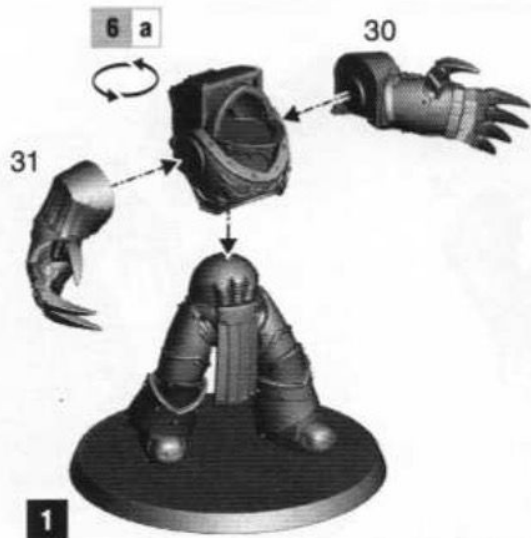


Ranged weapon & melee weapon • Arme de tir & arme de mêlée
Fernkampf-Waffe & Nahkampf-Waffe

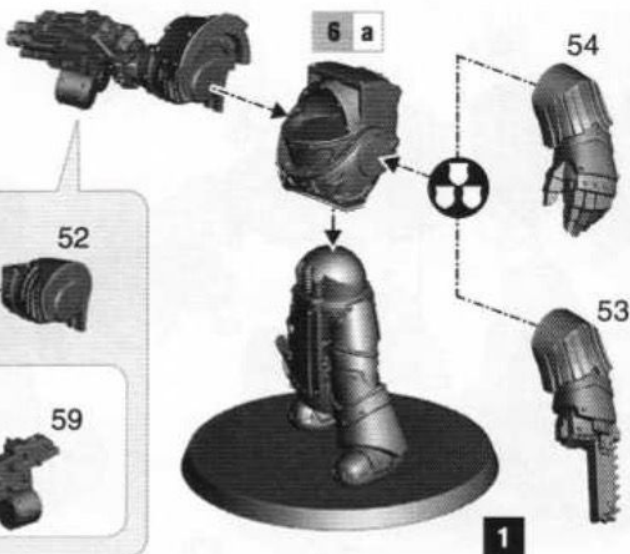
6 a



6 b



6 c



7 CATAPHRACTII TERMINATOR 4



7 a-b & 8



Lightning claws • Griffes Lightning • Energieklauen

7 a; c & 8



Ranged weapon & melee weapon • Arme de tir & arme de mêlée
Fernkampfwaffe & Nahkampfwaffe

7 a



2



3



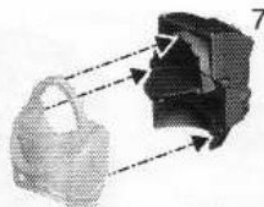
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5



6



7 b

7 a



39



1

38

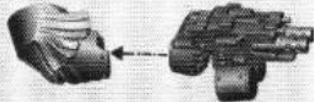


7 c

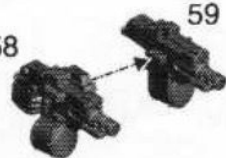
7 a



55



58

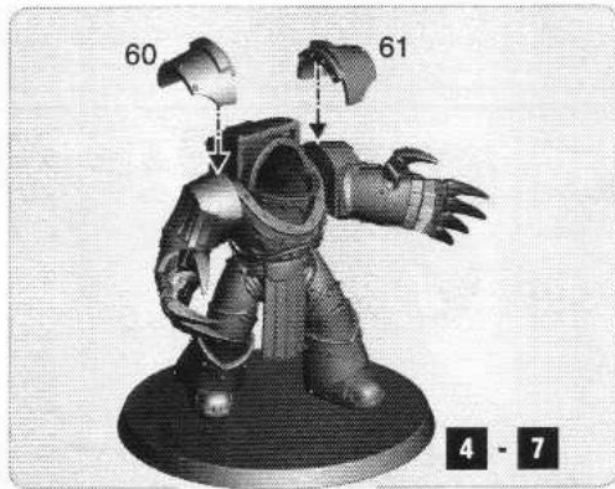


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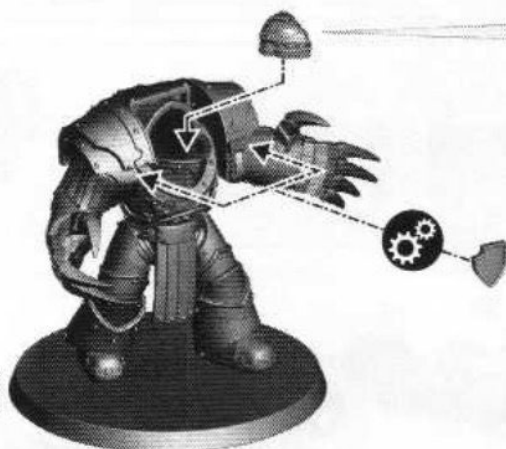
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56



8 a**x4**

62 63

**8 b****x4**

8



9



10



11



12



13



64



65



66



67



68

8 a

60 61

**4 - 7**

62 63



8



9



10



11



12



13



64



65



66



67



68



TERMINATOR SQUAD..... 175 POINTS/PUNKTE

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Terminator	4	4	4	4	1	4	2	9	2+	Infantry	4 Terminators
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	Infantry (Character)	1 Terminator Sergeant

WARGEAR:

- Terminator armour
- Storm bolter
- Power fist (Terminators only)
- Power sword (Terminator Sergeant only)

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

OPTIONS:

- May include up to five additional Terminators..... 35 pts/model
- Any model may replace its power fist with a chainfist 5 pts/model
- For every five models in the squad, one Terminator may choose one of the following:
 - Replace his storm bolter with a heavy flamer 10 pts/model
 - Replace his storm bolter with an assault cannon..... 20 pts/model
 - Take a cyclone missile launcher..... 25 pts/model
- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.

	CC	CT	F	E	PV	I	A	Cd	Sv	Type D'Unité	Composition D'Unité
Terminator	4	4	4	4	1	4	2	9	2+	Infanterie	4 Terminators
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	Infanterie (Personnage)	1 Terminator Sergeant

ÉQUIPEMENT:

- Armure Terminator
- Bolter d'assaut
- Gantelet énergétique (Terminators uniquement)
- Épée énergétique (Terminator Sergeant uniquement)

RÈGLES SPÉCIALES:

- Et Ils ne Connaîtront Pas la Peur
- Escouades de Combat
- Tactiques de Chapitre

OPTIONS:

- Ajouter jusqu'à 5 Terminators 35 pts/figurine
- N'importe quelle figurine peut remplacer son gantelet énergétique par un poing tronçonneur..... 5 pts/figurine
- Par tranche complète de 5 figurines dans l'unité, 1 Terminator peut choisir 1 des options suivantes:
 - Remplacer son bolter d'assaut par un lance-flammes lourd..... 10 pts/figurine
 - Remplacer son bolter d'assaut par un canon d'assaut..... 20 pts/figurine
 - Prendre un lance-missiles Cyclone..... 25 pts/figurine
- L'unité peut prendre un Land Raider, un Land Raider Crusader ou un Land Raider Redeemer en tant que Transport Assigné.

	KG	BF	S	W	LP	I	A	MWRW	Einheitentyp	Zusammensetzung	
Terminator	4	4	4	4	1	4	2	9	2+	Infanterie	4 Terminators
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	Infanterie (Charaktermodell)	1 Terminator Sergeant

AUSRÜSTUNG:

- Terminorrüstung
- Sturmbolter
- Energiefaust (nur Terminators)
- Energieschwert (nur Terminator Sergeant)

SONDERREGELN:

- Die keine Furcht kennen
- Kampftrupps
- Ordenstaktiken

OPTIONEN:

- Darf bis zu fünf zusätzliche Terminators enthalten..... 35 Pkt./Modell
- Jedes Modell darf seine Energiefaust durch eine Kettenfaust ersetzen..... 5 Pkt./Modell
- Für je fünf Modelle im Squad darf ein einzelner Terminator eine einzelne der folgenden Optionen wählen:
 - Ersetzt seinen Sturmbolter durch einen Schwere Flammenwerfer..... 10 Pkt./Modell
 - Ersetzt seinen Sturmbolter durch eine Sturmkanone 20 Pkt./Modell
 - Erhält einen Cyclone-Raketenwerfer 25 Pkt./Modell
- Die Einheit darf einen Land Raider, Land Raider Crusader oder Land Raider Redeemer als angeschlossenes Transportfahrzeug erhalten.

**Lightning claws • Griffes Lightning • Energieklauen****CATAPHRACTII TERMINATOR ASSAULT SQUAD 175 POINTS/PUNKTE**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Terminator	4	4	4	4	1	4	2	9	2+	Infantry	4 Terminators
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	Infantry (Character)	1 Terminator Sergeant

WARGEAR:

- Terminator armour
- Two lightning claws

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

OPTIONS:

- May include up to five additional Terminators 35 pts/model
- Any model may replace its two lightning claws with a thunder hammer and storm shield 10 pts/model
- The unit may select a Land Raider Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.

	CC	CT	F	E	PV	I	A	Cd	Sv	Type D'Unité	Composition D'Unité
Terminator	4	4	4	4	1	4	2	9	2+	Infanterie	4 Terminators
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	Infanterie (Personnage)	1 Terminator Sergeant

ÉQUIPEMENT:

- Armure Terminator
- 2 griffes Lightning

RÈGLES SPÉCIALES:

- Et Ils ne Connaîtront Pas la Peur
- Escouades de Combat
- Tactiques de Chapitre

OPTIONS:

- Ajouter jusqu'à 5 Terminators 35 pts/figurine
- N'importe quelle figurine peut remplacer ses 2 griffes Lightning par un marteau Thunder et un bouclier Storm 10 pts/figurine
- L'unité peut prendre un Land Raider, un Land Raider Crusader ou un Land Raider Redeemer en tant que Transport Assigné.

	KG	BF	S	W	LP	I	A	MWRW	Einheitentyp	Zusammensetzung	
Terminator	4	4	4	4	1	4	2	9	2+	Infanterie	4 Terminators
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	Infanterie (Charaktermodell)	1 Terminator Sergeant

AUSRÜSTUNG:

- Terminorrüstung
- Zwei Energieklauen

SONDERREGELN:

- Die keine Furcht kennen
- Ordenstaktiken
- Kampftrupps

OPTIONEN:

- Darf bis zu fünf zusätzliche Terminators enthalten 35 Pkt./Modell
- Jedes Modell darf seine beiden Energieklauen durch Energiehammer und Sturmschild ersetzen 10 Pkt./Modell
- Die Einheit darf einen Land Raider, Land Raider Crusader oder Land Raider Redeemer als angeschlossenes Transportfahrzeug erhalten.