



# TERMITE ASSAULT DRILL

**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
Termite Assault Drill	6"	*	*	7	8	10	*	8	3+

This unit contains 1 Termite Assault Drill. A Termite Assault Drill is equipped with a melta cutter and two storm bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Melta cutter	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.
Storm 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 Termite Assault Drill may replace either of its storm 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.

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

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

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

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, TRANSPORT, TERMITE ASSAULT DRILL

## POINTS SUMMARY

UNIT	MODELS PER UNIT	POINTS PER MODEL
Termite Assault Drill	1	92

## WEAPON POINTS SUMMARY

WEAPON	POINTS PER WEAPON
Storm bolter	2
Heavy flamer	17
Melta cutter	10