

TERRAX PATTERN TERMITE ASSAULT DRILL (IMPERIALIS MILITIA & CULTS)

75 POINTS

Originally designed on Terra for the task of rooting out burrowing xenos species during the Great Crusade, canny commanders quickly found use for the Terrax pattern Termite Assault Drill in tearing through the foundations of enemy bastions or emerging behind barricades or trench lines to lay waste to their defenders. A specialised transport vehicle, the Termite is capable of bringing a full squad of warriors to the battlefield whilst bypassing enemy auspex and atmospheric scanners. Similar in design to the boarding torpedoes launched from starships, the Termite safely transports its passengers thanks to gyroscopic stabilisation harnesses which limit impact and acceleration trauma.

Above ground, it is sluggish and vulnerable to enemy fire, and is usually carried to its launching point some distance from the actual battle zone by a dedicated cargo platform. However, underground it is capable of tunnelling rapidly through even the densest of materials at speeds comparable to surface transport craft. Rock, earth and even hardened plasteel offer little hindrance to its grinding drill, which utilises a linked array of melta cutters and phase-shield generators to aid the vehicle's progress. Once at its target location, it emerges onto the surface, or even directly into the lower level of macro-fortifications, scattering nearby enemies with its melta cutters before disgorging its cargo.

The Termite is widely used by several branches of the Imperial Host, primarily among specialised regiments of the Imperial Army and within the ranks of the Legiones Astartes – although some Taghma of the Mechanicum also specialise in their use, especially among certain clades of the Autokrator. Among the Imperial Army, these vehicles are generally issued only to specialist siege regiments, like the famed Caronid Sentinels, or to units mustered from worlds whose conditions or aberrant populations require their use. Several of the Legiones Astartes, most notably the Imperial Fists, Iron Hands and Iron Warriors, maintain large numbers of these vehicles, and are known to deploy them en-masse against dug-in enemy formations, while the Salamanders are renowned for their use of this vehicle to engage enemy forces in hostile environments.

Armour

	BS	Front	Side	Rear	HP
Termite Assault Drill	4	12	12	10	3

Unit Composition

- 1 Termite Assault Drill

Unit Type

- Vehicle (Tank)

Wargear

- Two heavy flamers

Special Rules

- Deep Strike
- Subterranean Assault
- Death From Below
- Melta Cutters
- Crawling Advance

Access Points

- Two access hatches. In practice you may choose to open and embark/disembark from a single hatch on either side of the hull.

Transport Capacity

- 12 models (Termite Assault Drills may not carry models with the Bulky, Very Bulky or Extremely Bulky special rules).

Options

- A Termite Assault Drill may take any of the following:

- Extra Armour +5 points
- Armoured Ceramite +20 points

The Termite Assault Drill Assault Drill is a Fast Attack choice for the Imperialis Militia & Cults army list.

Subterranean Assault

Should the Termite Assault Drill, and any unit it transports, enter play using the Deep Strike special rule, they count as being a Subterranean Assault vehicle for the wider use of the Subterranean Assault rule for your army. At the beginning of the controlling player's first turn, they must choose half of their Subterranean Assault vehicles held in reserve for the purpose of Deep Striking (rounding up) to make a Subterranean Assault. These units arrive on the controlling player's first player turn. The arrival of any remaining Subterranean Assault vehicles in the player's force is rolled for as usual for the mission.

This rule, while similar in function to the Drop Pod Assault special rule, does not interact with it for the purposes of calculating how many units may arrive on the table by Deep Strike. Armies may consist of units with both the Drop Pod Assault and Subterranean Assault rules unless otherwise noted.

Death From Below

Instead of the usual rules for Deep Striking, when a Subterranean Assault vehicle enters play via Deep Strike, place a Large Blast (5") marker on the table and scatter this to determine the final position of its arrival as per the Deep Strike special rule.

Should this marker scatter on top of impassable terrain, a building, ruin, fortification, vehicle or any unit engaged in combat, reduce the scatter distance by the minimum required to avoid the obstacle. If the marker representing the arrival of the Termite was displaced in this way by a vehicle or fortification, the closest vehicle or fortification to the marker immediately suffers a Str 10 AP- hit – vehicles are hit on their Side armour. If the arrival of the Termite was instead displaced by any units engaged in close combat, all units in that combat suffer D6 Str 6 AP 4 hits. After the final position of the marker is determined, if the marker covers or touches any enemy or friendly unit, then that unit also suffers D6 Str 6 AP 4 hits.

After all damage is resolved, the Subterranean Assault vehicle may be placed in any orientation so long as the centre of the Large Blast (5") marker is underneath part of the vehicle's hull and it remains 1" away from any fortification, vehicle or unit engaged in combat. The area under the Large Blast (5") marker is now difficult terrain for the rest of the game. Players may, should they wish to, instead represent this area with a piece of crater terrain.

Should a Subterranean Assault vehicle be placed on top of any unit which does not pose an obstacle to its arrival as described above, the Death from Below special rule allows it to be placed as though the unit was not there. If some models in the unit would end up underneath the Subterranean Assault vehicle when it reaches its final position (it makes no difference whether the unit is Falling Back or not), these models must be moved by the controlling player out of the way by the shortest distance, leaving at least 1" between them and the Subterranean Assault vehicle (and indeed any other unit) whilst maintaining unit coherency and staying on the tabletop. Any models that cannot manage this are crushed and removed from play as casualties with no saves allowed.

Melta Cutters

A Termite Assault Drill ignores difficult terrain and dangerous terrain. In addition, it adds +2 to its Strength when making ramming attacks against fortifications.

Crawling Advance

A Termite Assault Drill may never move faster than Combat Speed or move Flat Out.