

IMPERIUM - DEATHWATCH

DEATHWATCH

TERMINATOR SQUAD

Combat Doctrines

Deep Strike

M

5"

T

6

SV

2+

W

3

LD

6+

OC

1

RW

4+

190–380 PTS

Base 40mm



3

BESCHUSS

Assault Cannon

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	3+	6	-2	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Heavy Flamer

BLAST 2

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Cyclone missile launcher - frag

BLAST 2

R	A	BS	S	AP	D
36"	8	3+	4	-1	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Cyclone missile launcher - krak

R	A	BS	S	AP	D
36"	2	3+	10	-2	D3+3

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

Plasma cannon - standard

BLAST 1

R	A	BS	S	AP	D
36"	3	3+	9	-2	2

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Plasma cannon - supercharge

BLAST 1

HAZARDOUS

R	A	BS	S	AP	D
36"	3	3+	10	-3	3

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

5

NAHKAMPF

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Twin lightning claws

TWIN-LINKED

R	A	WS	S	AP	D
Melee	6	3+	5	-2	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Power weapon

R	A	WS	S	AP	D
Melee	5	3+	5	-2	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Chainfist - Hunter: Monster/Vehicle

R	A	WS	S	AP	D
Melee	3	3+	12	-2	3

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Chainfist - Standard

R	A	WS	S	AP	D
Melee	2	4+	8	-2	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

	<div>2+</div> <div>S12+</div>	<div>3+</div> <div>S7-11</div>	<div>4+</div> <div>S6</div>	<div>5+</div> <div>S4-5</div>	<div>6+</div> <div>S1-3</div>
RETTUNGSWURF JE DS	<div>DS 0</div> <div>2+</div>	<div>DS -1</div> <div>3+</div>	<div>DS -2</div> <div>4+</div>	<div>DS -3</div> <div>4++</div>	<div>DS -4</div> <div>4++</div>

KEYWORDS

Infantry, Imperium, Deathwatch Terminator Squad, Terminator, Kill Team

·

FRAKTION

Adeptus Astartes, Deathwatch

1

KOMMANDO

Terminatus Assault

- This unit can re-roll charge rolls.

- After this unit ends a charge move, each enemy unit engaged with this unit makes a battle-shock roll, with -1 to that battle-shock roll if it's a non-Imperium/Chaos unit.

2

BEWEGUNG

Teleport Homer

At the start of the battle, you can set up one Teleport Homer token for this unit on the battlefield. If you do:

- When you target this unit with the Rapid Ingress stratagem, you can use that Teleport Homer token. If you do, that use is -1 CP, but when resolving that stratagem, this unit must be set up within 3" of that Teleport Homer token and not within 8" of an enemy unit. That Teleport Homer token is then removed from the battlefield.

- If an enemy unit ends a move within 1" of that Teleport Homer token, that Teleport Homer token is removed from the battlefield.

4

ANGRIFF

◆

VERTEIDIGUNG

∞

IMMER / EINMALIG

Storm Shield

The bearer has a Wounds characteristic of 4.

REGELN & KEYWORDS KURZ

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (round down).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

5-10x Deathwatch Terminator oder Deathwatch Terminator w/ Heavy Weapon oder Deathwatch Terminator Sergeant

Ausrüstung:

Assault Cannon, Heavy Flamer, Storm bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Power fist, Power weapon, Thunder Hammer, Twin lightning claws, ➤ Chainfist - Hunter: Monster/Vehicle, ➤ Chainfist - Standard

▪ Each Deathwatch Terminator w/ Heavy Weapon can replace its Power fist with Chainfist or Power weapon.