

DEATHWATCH TERMINATOR SQUAD

Combat Doctrines Deep Strike

M5" T6 SV2+ W3 LD6+ OC1 RW4+

190–380 PTS
Base 40mm

1KOMMANDO

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.

2BEWEGUNG

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.

3BESCHUSS

Assault Cannon
SUSTAINED HITS 1
R A BS S AP D
24" 6 3+ 6 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

Heavy Flamer BLAST 2 TORRENT
R A BS S AP D
12" 3 - 5 -1 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

Storm bolter RAPID FIRE 2
R A BS S AP D
24" 2 3+ 5 -1 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

► Cyclone missile launcher - frag BLAST 2
R A BS S AP D
36" 8 3+ 4 -1 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

► Cyclone missile launcher - krak
R A BS S AP D
36" 2 3+ 10 -2 D3+3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-5 T6-9 T10 T11-19 T20+

► Plasma cannon - standard BLAST 1
R A BS S AP D
36" 3 3+ 9 -2 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-8 T9 T10-17 T18+

► Plasma cannon - supercharge BLAST 1 HAZARDOUS
R A BS S AP D
36" 3 3+ 10 -3 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-5 T6-9 T10 T11-19 T20+

4ANGRIFF

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5NAHKAMPF

Power fist
R A WS S AP D
Melee 3 3+ 8 -2 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-7 T8 T9-15 T16+

Power weapon
R A WS S AP D
Melee 5 3+ 5 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

Thunder Hammer DEVASTATING WOUNDS
R A WS S AP D
Melee 3 3+ 8 -2 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-7 T8 T9-15 T16+

Twin lightning claws TWIN-LINKED
R A WS S AP D
Melee 6 3+ 5 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

► Chainfist - Hunter: Monster/Vehicle
R A WS S AP D
Melee 3 3+ 12 -2 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-6 T7-11 T12 T13-23 T24+

► Chainfist - Standard
R A WS S AP D
Melee 2 4+ 8 -2 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-7 T8 T9-15 T16+

VERTEIDIGUNG

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IMMER / EINMALIG

Storm Shield
The bearer has a Wounds characteristic of 4.

GEGEN DIESE EINHEIT				
W6 · RW 2+ · 4++ · 3 LP je Modell				
WIRD VERWUNDET MIT				
2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
RETTUNGSWURF JE DS				
DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 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" horizo...

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 (roun...

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.

KEYWORDS Infantry, Imperium, Deathwatch Terminator Squad, Terminator, Kill Team · FRAKTION Adeptus Astartes, Deathwatch