DEATHWATCH TERMINATOR SQUAD [LEGENDS]

M	T	SV	W	LD	OC	RW
5"	5	2+	3	6+	1	4+

210–420 PTS
Base —

Deep Strike

3 BESCHUSS

Assault cannon — DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Heavy flamer — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	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+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Cyclone missile launcher - frag — BLAST

R	A	BS	S	AP	D
36"	2D6	3+	4	0	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+	9	-2	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Plasma cannon - standard — BLAST, HEAVY

R	A	BS	S	AP	D
36"	D3	4+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma cannon - supercharge — BLAST, HAZARDOUS, HEAVY

R	A	BS	S	AP	D
36"	D3	4+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

5 NAHKAMPF

Chainfist — ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	3	4+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

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	4	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Power weapon

R	A	WS	S	AP	D
Melee	3	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	4+	8	-2	2

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	5	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	4++	4++

KEYWORDS Infantry, Imperium, Terminator, Deathwatch Terminator Squad, Deathwatch · **FRAKTION** -

1 KOMMANDO

Terminatus Assault

Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

2 BEWEGUNG

Teleport Homer

At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for 0CP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

4 ANGRIFF	◆ VERTEIDIGUNG
—	—

∞ IMMER / EINMALIG

Attached Unit

If a CHARACTER from your army with the Leader ability can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Storm shield

The bearer has a Wounds characteristic of 4.

REGELN & KEYWORDS KURZ

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…

ANTI This ability always takes the form [ANTI-X Y+].

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…

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

RAPID FIRE This ability always takes the form [RAPID FIRE 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

1x Deathwatch Terminator Sergeant - Equipped with: Storm bolter, Power Fist, Power weapon, Twin lightning claws, Thunder hammer, Chainfist

4-9x Deathwatch Terminator oder Deathwatch Terminator w/ Heavy Weapon

▪ Each Deathwatch Terminator Sergeant can replace its Power fist & storm bolter with Storm bolter & power weapon, Twin lightning claws, Thunder hammer & storm shield or Storm bolter & chainfist.