DEATHWING COMMAND SQUAD [LEGENDS]

200–400 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
Storm Bolter RAPID FIRE 1	24"	2	3+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Cyclone missile launcher - frag BLAST 2	36"	8	3+	4	-1	1
➤ Cyclone missile launcher - krak	36"	2	3+	10	-2	D3+3
➤ Plasma cannon - standard BLAST 1	36"	3	3+	7	-2	2
➤ Plasma cannon - supercharge BLAST 1 HAZARDOUS	36"	3	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Halberd of Caliban PRECISION	Melee	5	3+	6	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power Weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

ABILITIES

Astartes Banner
While this unit contains an Ancient, add 1 to the Objective Control characteristic of its models.

Attached Unit
If a Character unit from your army with the Leader ability can be attached to a Terminator Squad, it can be attached to this unit instead.

Honour or Death
While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for 0CP.

Narthecium
While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding Character models) to this unit.

Storm Shield
The bearer has a Wounds characteristic of 4.

AUFSTELLUNG

5-10x Deathwing Ancient oder Deathwing Apothecary oder Deathwing Champion oder Deathwing Command Terminator oder Deathwing Terminator w/ Chainfist oder Deathwing Terminator w/ Heavy Weapon oder Deathwing Command Terminator w/ Power Weapon oder Deathwing Command Terminator w/ Twin Claws oder Deathwing Command Terminator w/ Hammer & Shield

Equipped with: Assault cannon, Heavy Flamer, Storm Bolter, Storm bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - [illegible]

KEYWORDS: Infantry, Imperium, Deathwing, Deathwing Command Squad, Terminator
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

DEATHWING COMMAND SQUAD [LEGENDS]

200–400 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE SAVE 4+

Watcher in the Dark

Once per battle, in any phase, just after a mortal wound is allocated to an Adeptus Astartes model in this unit, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

KEYWORDS: Infantry, Imperium, Deathwing, Deathwing Command Squad, Terminator
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

DEATHWING COMMAND SQUAD [LEGENDS]

200–400 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

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 from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Imperium, Deathwing, Deathwing Command Squad, Terminator
FACTION KEYWORDS: Dark Angels, Adeptus Astartes