DEATHWING TERMINATOR SQUAD - IMPERIUM - DARK ANGELS

190–380 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

5-10x Deathwing Sergeant oder Deathwing Terminator oder Deathwing Terminator w/ Chainfist oder Deathwing Terminator w/ Heavy Weapon (40mm)

Equipped with: Assault Cannon, Heavy Flamer, Storm bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Power Weapon, Power fist, ➤ Chainfist - Hunter: Monster/Vehicle, ➤ Chainfist - Standard

Wargear Options:

- This model's Power fist can be replaced with 1x Chainfist.
- Each Deathwing Sergeant can replace its Power fist with Power Weapon or Chainfist.
- Each Deathwing Terminator w/ Heavy Weapon can replace its Cyclone Missile Launcher & Storm Bolter with Plasma cannon, Assault Cannon or Heavy Flamer.
- Each Deathwing Terminator w/ Heavy Weapon can replace its Power fist with Chainfist.

KEYWORDS: Infantry, Imperium, Deathwing Terminator Squad, Terminator, Deathwing

FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	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
Power Weapon	Melee	4	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
➤ Chainfist - Hunter: Monster/Vehicle	Melee	3	3+	12	-2	3
➤ Chainfist - Standard	Melee	2	4+	8	-2	2

ABILITIES

Deathwing
This unit's attacks can ignore modifiers to:

- BS and WS.

- Hit rolls.

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" horizontally of that token and not within 8" horizontally of any enemy models. That token is then removed.

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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

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).*

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.

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).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent

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

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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.