

DEATHWING COMMAND SQUAD [LEGENDS]

Combat Doctrines Deep Strike

M5" T5 SV2+ W3 LD6+ OC1 RW4+

200–400 PTS
Base —



1KOMMANDO

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

2BEWEGUNG

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 OCP.

3BESCHUSS

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 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+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Storm Bolter RAPID FIRE 1
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+

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+

4

ANGRIFF

5NAHKAMPF

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+

Halberd of Caliban PRECISION
R A WS S AP D
Melee 5 3+ 6 -2 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

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+

6VERTEIDIGUNG

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+

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+

7IMMER / EINMALIG

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.

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.

Storm Shield
The bearer has a Wounds characteristic of 4.

GEGEN DIESE EINHEIT
W5 · RW 2+ · 4++ · 3 LP je Modell
WIRD VERWUNDET MIT
2+ S10+ 3+ S6-9 4+ S5 5+ S3-4 6+ S1-2
RETTUNGSWURF JE DS DS 0 DS ~1 DS ~2 DS ~3 DS ~4
2+ 3+ 4+ 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...
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...
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 m...
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.

KEYWORDS Infantry, Imperium, Deathwing, Deathwing Command Squad, Terminator · FRAKTION Dark Angels, Adeptus Astartes