

IMPERIUM - DARK ANGELS

DEATHWING KNIGHTS

Combat Doctrines

Deep Strike

M5"

T6

SV2+

W4

LD6+

OC1

RW4+

255 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

Teleport Homer
(Once per battle, per unit)
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

4ANGRIFF

5NAHKAMPF

Great Weapon of the Unforgiven **DEVASTATING WOUNDS**

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	5	2+	6	-2	2

VERWUNDET

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

Mace of Absolution **ANTI-MONSTER/VEHICLE 4+**

R	A	WS	S	AP	D
Melee	4	2+	6	-2	2

VERWUNDET

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

Power Weapon

R	A	WS	S	AP	D
Melee	5	2+	6	-2	2

VERWUNDET

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

Relic Weapon **LETHAL HITS**

R	A	WS	S	AP	D
Melee	6	2+	7	-2	2

VERWUNDET

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

VERTEIDIGUNG

Inner Circle
- Attacks that target this unit have -1D.
- This unit cannot be targeted with the Tactical Dreadnought Fortitude stratagem.

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.

∞IMMER / EINMALIG

GEGEN DIESE EINHEIT
W6 · RW 2+ · 4++ · 4 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...

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

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...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

4x Deathwing Knight oder Knight Master

Ausrüstung: Great Weapon of the Unforgiven, Mace of Absolution, Power Weapon, Relic Weapon

▪ Each Deathwing Knight can replace its Mace of Absolution with Power Weapon.

▪ Each Knight Master can replace its Great Weapon of the Unforgiven with Relic Weapon.

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