

DEATHWING TERMINATOR SQUAD

Combat Doctrines Deep Strike

M5"

T6

SV2+

W3

LD6+

OC1

RW4+

190–380 PTS
Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

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 OCP, 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.

Assault Cannon

SUSTAINED HITS 1

24" 6 3+ 6 -2 1

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-3 T4-5 T6 T7-11 T12+

Heavy Flamer

BLAST 2 TORRENT

12" 3 - 5 -1 1

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-2 T3-4 T5 T6-9 T10+

Storm bolter

RAPID FIRE 2

24" 2 3+ 5 -1 1

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-2 T3-4 T5 T6-9 T10+

Cyclone missile launcher - frag

BLAST 2

36" 8 3+ 4 -1 1

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-2 T3 T4 T5-7 T8+

Cyclone missile launcher - krak

36" 2 3+ 10 -2 D3+3

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-5 T6-9 T10 T11-19 T20+

Plasma cannon - standard

BLAST 1

36" 3 3+ 7 -2 2

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-3 T4-6 T7 T8-13 T14+

Plasma cannon - supercharge

BLAST 1 HAZARDOUS

36" 3 3+ 8 -3 3

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-4 T5-7 T8 T9-15 T16+

Power Weapon

Melee 4 3+ 5 -2 1

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-2 T3-4 T5 T6-9 T10+

Power fist

Melee 3 3+ 8 -2 2

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-4 T5-7 T8 T9-15 T16+

Chainfist - Hunter: Monster/Vehicle

Melee 3 3+ 12 -2 3

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-6 T7-11 T12 T13-23 T24+

Chainfist - Standard

Melee 2 4+ 8 -2 2

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-4 T5-7 T8 T9-15 T16+

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.

Deathwing

This unit's attacks can ignore modifiers to:
- BS and WS.
- Hit rolls.

GEGEN DIESE EINHEIT				
W6 · RW 2+ · 4++ · 3 LP je Modell				
WIRD VERWUNDET MIT				
2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
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" horizontally from the enemy deployment zone.

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 (round down).

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 models in the unit.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

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

AUFSTELLUNG

5-10x Deathwing Sergeant oder Deathwing Terminator oder Deathwing Terminator w/ Chainfist oder Deathwing Terminator w/ Heavy Weapon

Ausrüstung: 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

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.