

IMPERIUM - DARK ANGELS

DEATHWING COMMAND SQUAD [LEGENDS]

Combat Doctrines Deep Strike

M5" T5 SV2+ W3 LD6+ OC1 RW4+

200–400 PTS

Base —



3 BESCHUSS

Assault cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	0	1

VERWUNDET

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

Heavy Flamer

BLAST 2 TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Storm Bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

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

Storm Bolter

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

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

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Cyclone missile launcher - frag

BLAST 2

R	A	BS	S	AP	D
36"	8	3+	4	-1	1

VERWUNDET

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

Cyclone missile launcher - krak

R	A	BS	S	AP	D
36"	2	3+	10	-2	D3+3

VERWUNDET

2+ T1-5 3+ T6-9 4+ T10 5+ T11-19 6+ T20+

Plasma cannon - standard

BLAST 1

R	A	BS	S	AP	D
36"	3	3+	7	-2	2

VERWUNDET

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

Plasma cannon - supercharge

BLAST 1 HAZARDOUS

R	A	BS	S	AP	D
36"	3	3+	8	-3	3

VERWUNDET

2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

5 NAHKAMPF

Chainfist

ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	3	4+	8	-2	2

VERWUNDET

2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Power Weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Halberd of Caliban

PRECISION

R	A	WS	S	AP	D
Melee	5	3+	6	-2	2

VERWUNDET

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

Thunder Hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	8	-2	2

VERWUNDET

2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Power Fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Twin lightning claws

TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	5	-2	1

VERWUNDET

2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

GEGEN DIESE EINHEIT

W5 - RW 2+ - 4++ - 3 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

DS 0

2+

3+ S6-9

DS -1

3+

4+ S5

DS -2

4+

5+ S3-4

DS -3

4++

6+ S1-2

DS -4

4++

1 KOMMANDO

Narthecium

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

2 BEWEGUNG

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.

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ANGRIFF

VERTEIDIGUNG

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

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.

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.

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

Ausrüstung: Assault cannon, Heavy Flamer, Storm Bolter, Storm bolter, ► Cyclone missile launcher - frag, ► Cyclone missile launcher - krak, ► Plasma cannon - standard, ► Plasma cannon - supercharge, Chainfist, Halberd of Caliban, Power Fist, Power Weapon, Thunder Hammer, Twin lightning claws

- Each Deathwing Terminator w/ Heavy Weapon can replace its Cyclone Missile Launcher & Storm Bolter with Assault cannon, Heavy Flamer or Plasma cannon.
- Each Deathwing Terminator w/ Heavy Weapon can replace its Power Fist with Chainfist.