BELIAL

100 PTS

M	T	SV	W	LD	OC
5"	6	2+	6	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted storm bolter PRECISION	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Sword of Silence	Melee	6	2+	6	-3	2

AUFSTELLUNG

1x Belial (50mm)

Equipped with: Master-crafted storm bolter, The Sword of Silence

ABILITIES

CORE - Leader

Grand Master of the Deathwing

This unit's attacks that target an enemy Character unit have +1 to wound rolls.

Strikes of Retribution

In the fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

Leader

This unit can be attached to the following units:

DEATHWING COMMAND SQUAD, DEATHWING KNIGHTS, DEATHWING TERMINATOR SQUAD, TERMINATOR SQUAD

KEYWORDS: Character, Epic Hero, Infantry, Captain, Imperium, Belial, Terminator, Deathwing, Leader

FACTION: Dark Angels, Adeptus Astartes

WEAPON RULES

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

KEYWORDS: Character, Epic Hero, Infantry, Captain, Imperium, Belial, Terminator, Deathwing, Leader

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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.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

KEYWORDS: Character, Epic Hero, Infantry, Captain, Imperium, Belial, Terminator, Deathwing, Leader

FACTION: Dark Angels, Adeptus Astartes