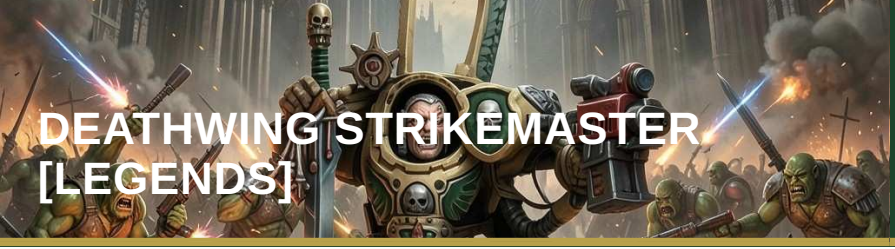

DEATHWING STRIKEMASTER [LEGENDS]

80 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	4	3+	8	-2	2
Mace of Absolution	Melee	5	2+	6	-1	3
Master-crafted Power Weapon	Melee	5	2+	5	-2	2
Power Fist	Melee	4	2+	8	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	4	3+	8	-2	2
Twin Lightning Claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

Invulnerable Save
4+

Storm Shield
The bearer has a Wounds characteristic of 6.

Tactical Precision
While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Vanquish the Foe
Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

Leader
This unit can be attached to the following units:

- Deathwing Command Squad
- Deathwing Terminator Squad
- Relic Terminator Squad
- Terminator Assault Squad
- Terminator Squad

KEYWORDS: Character, Infantry, Imperium, Deathwing, Deathwing Strikemaster, Terminator, Lieutenant

FACTION: Dark Angels, Adeptus Astartes

AUFSTELLUNG

1x Deathwing Strikemaster [Legends]

Equipped with: Storm Bolter, Chainfist, Mace of Absolution, Master-crafted Power Weapon, Power Fist, Thunder Hammer, Twin Lightning Claws

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Character, Infantry, Imperium, Deathwing, Deathwing Strikemaster, Terminator, Lieutenant

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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.

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.

KEYWORDS: Character, Infantry, Imperium, Deathwing, Deathwing Strikemaster, Terminator, Lieutenant

FACTION: Dark Angels, Adeptus Astartes