

DEATHWING KNIGHTS

M	T	SV	W	LD	OC	
5"	6	2+	4	6+	1	

AUFSTELLUNG

4x Deathwing Knight oder Knight Master (40mm)

Equipped with: Great Weapon of the Unforgiven, Mace of Absolution, Power Weapon, Relic Weapon

Wargear Options:

- 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.

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Great Weapon of the Unforgiven DEVASTATING WOUNDS, SUSTAINED HITS 1	Melee	5	2+	6	-2	2
Mace of Absolution ANTI-MONSTER/VEHICLE 4+	Melee	4	2+	6	-2	2
Power Weapon	Melee	5	2+	6	-2	2
Relic Weapon LETHAL HITS	Melee	6	2+	7	-2	2

ABILITIES

RULES - Combat Doctrines, Deep Strike

Inner Circle

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



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.

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.

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.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).