

DEATHWATCH

TERMINATOR SQUAD

180–330 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8+	-2	2
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8+	-2	2
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8+	-2	2
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8+	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power Weapon	Melee	4	3+	5	-2	1
Power Weapon	Melee	4	3+	5	-2	1
Power Weapon	Melee	4	3+	5	-2	1
Power Weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2

ABILITIES

- 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.
- Storm Shield**
The bearer has a Wounds characteristic of 4.
- 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" of that token and not within 9" of any enemy models. That token is then removed.



AUFSTELLUNG

5-10x Deathwatch Terminator oder Deathwatch Terminator w/ Heavy Weapon oder Deathwatch Terminator Sergeant

Equipped with: Assault Cannon, Heavy flamer, Storm Bolter, Chainfist, Power Fist, Power Weapon, Thunder Hammer

Wargear Options:

- Each Deathwatch Terminator can replace its Power Fist & Storm Bolter with Storm Bolter & Power Weapon, Thunder Hammer & Storm Bolter.



KEYWORDS: Infantry, Imperium, Deathwatch Terminator Squad, Terminator, Kill Team

FACTION KEYWORDS: Adeptus Astartes, Deathwatch

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Terminatus Assault

You can re-roll Charge rolls made for this unit. Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test. If that enemy unit does not have the IMPERIUM or CHAOS keywords, subtract 1 from that test.

WEAPON ABILITIES

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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

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

FACTION RULES

Mission Tactics

Refer to the Detachment Rule for more information.

CORE RULES

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.

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