

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Belial

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

KEYWORDS:

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

FACTION KEYWORDS:

Dark Angels, Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted storm bolter PRECISION, RAPID FIRE 2	24"	2	2+	4	0	2

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Grand Master of the Deathwing

While this model is leading a unit, each time a model in that unit makes an attack, if a Critical Hit is scored, that attack has the **[PRECISION]** ability.

Strikes of Retribution

Each time a melee attack is allocated to this model, after the attacking model's unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound.

Leader

This unit can be attached to the following units:

- Deathwing Knights
- Deathwing Terminator Squad
- Terminator Assault Squad
- Terminator Squad

WEAPON ABILITIES

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.

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).

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.