



DEATHWING KNIGHTS

240 PTS

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

⚔ 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 4+, ANTI-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	

AUFSTELLUNG

4x Deathwing Knight oder Knight Master

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.

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.

Inner Circle

Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

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" horizontally of that token and not within 8" horizontally of any enemy models. That token is then removed.

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.



DEATHWING KNIGHTS

240 PTS

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



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.*



DEATHWING KNIGHTS

240 PTS

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



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).

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.