



DEATHWING TERMINATOR SQUAD

165–330 PTS

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1
4+					

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	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
Power Fist	Melee	3	3+	8	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power Weapon	Melee	4	3+	5	-2	1

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.

Deathwing

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or to the Hit roll.

In addition, each time a model in this unit makes an attack that targets your Oath of Moment target (see Codex: Space Marines), add 1 to the Hit roll.

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.

KEYWORDS: Infantry, Imperium, Deathwing Terminator Squad, Terminator, Deathwing

FACTION: Dark Angels, Adeptus Astartes



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AUFSTELLUNG

5-10x Deathwing Sergeant oder Deathwing Terminator oder Deathwing Terminator w/ Chainfist oder Deathwing Terminator w/ Heavy Weapon

Equipped with: Storm Bolter, Chainfist, Power Fist, Power Weapon

Wargear Options:

- Each Deathwing Terminator w/ Heavy Weapon can replace its Cyclone Missile Launcher & Storm Bolter with Plasma cannon, Assault cannon, Heavy Flamer or Storm bolter.
- Each Deathwing Terminator w/ Heavy Weapon can replace its Power Fist with Chainfist.

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+.

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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