

DEATHWING COMMAND SQUAD

[LEGENDS]

200–400 PTS



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



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
Storm Bolter RAPID FIRE 1	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
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Halberd of Caliban PRECISION	Melee	5	3+	6	-2	2
Power Fist	Melee	3	3+	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

Thunder Hammer **DEVASTATING WOUNDS**

Melee 3 4+ 8 -2 2

AUFSTELLUNG

5-10x Deathwing Ancient oder Deathwing Apothecary oder Deathwing Champion oder Deathwing Command Terminator oder Deathwing Terminator w/ Chainfist oder Deathwing Terminator w/ Heavy Weapon oder Deathwing Command Terminator w/ Power Weapon oder Deathwing Command Terminator w/ Twin Claws oder Deathwing Command Terminator w/ Hammer & Shield

Equipped with: Storm Bolter, Chainfist, Halberd of Caliban, Power Fist, Power Weapon, Thunder Hammer

Wargear Options:

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

ABILITIES

Astartes Banner

While this unit contains an Ancient, add 1 to the Objective Control characteristic of its models.

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.

Honour or Death

While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP.



Narthecium

While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding Character models) to this unit.

Storm Shield

The bearer has a Wounds characteristic of 4.

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.

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.

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.

