

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
250	2	1	Dark Angels
POINTS	CP	DETACHMENT"	UNITS
250	-1	Aux support	Deathwing Knights;

## DEATHWING KNIGHTS (ELITES) (250 PTS) MODELS X 5 (5-10)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
5	3+	3+	4	4	2	2 (3)	8 (9)	2+	3+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Flail of the Unforgiven	Melee	Melee	+2 (6)	-3	2	Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.	0
Mace of Absolution	Melee	Melee	x2 (8)	-2	3	-	0
Storm shield	-	-	-	-	-	A model with a stormshield has a 3+ invulnerable save.	5

### ABILITIES

GRIM RESOLVE	You can re-roll all hit rolls of 1 for this unit whenever it shoots (including when firing Overwatch) so long as it did not move in its prior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed Morale test.
INNER CIRCLE	This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit that target a <b>FALLEN</b>
TELEPORT STRIKE	During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.
WATCHER IN THE DARK	Once per game, if an enemy psychic power affects a Deathwing Terminator Squad accompanied by a Watcher in the Dark, roll a dice. On a 3+ the power has no effect on this unit (all other targets are affected normally). Remove the Watcher in the Dark model from play after this roll has been made, whether success or not. The Watcher in the Dark must remain as close to this unit as possible, but is otherwise ignored for all other gaming purposes. Remove him if this unit is slain.
STORM SHIELD	Models in this unit have a 3+ invulnerable save.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING
KEYWORDS	INFANTRY, TERMINATOR, DEATHWING KNIGHTS