# SPECTRUS KILL TEAM

**185 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 4 | 3+ | 2 | 6+ | 1 |

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 5 | -1 | 1 |
| Bolt sniper rifle<br>HEAVY<br>PRECISION | 36" | 1 | 3+ | 6 | -2 | 3 |
| Deathwatch Bolt carbine<br>LETHAL HITS<br>PRECISION | 24" | 2 | 3+ | 5 | -1 | 1 |
| Deathwatch marksman bolt carbine<br>HEAVY<br>LETHAL HITS | 24" | 2 | 3+ | 5 | -1 | 1 |
| Deathwatch occulus bolt carbine<br>ASSAULT<br>IGNORES COVER<br>LETHAL HITS | 24" | 2 | 3+ | 5 | -1 | 1 |
| Instigator bolt carbine<br>LETHAL HITS: NON-MONSTER/VEHICLE<br>PRECISION<br>RAPID FIRE 2 | 24" | 1 | 3+ | 5 | -2 | 2 |
| Las fusil<br>HEAVY | 36" | 1 | 3+ | 10 | -3 | D3+3 |
| Special-issue bolt pistol<br>CLOSE-QUARTERS<br>PRECISION | 12" | 1 | 3+ | 5 | -1 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Ceramite Fists | Melee | 3 | 3+ | 5 | 0 | 1 |
| Combat knife<br>PRECISION | Melee | 4 | 3+ | 5 | -1 | 1 |
| Paired combat blades<br>SUSTAINED HITS 1 | Melee | 3 | 3+ | 5 | -1 | 1 |

## ABILITIES

**Helix Gauntlet**
In your Command phase, this unit heals D3 wounds.

**Spectrus Doctrines**
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

## WEAPON ABILITIES

**Assault**
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

### AUFSTELLUNG

4x Kill Team Infiltrator w/ Marksman Bolt Carbine oder Kill Team Infiltrator w/ occulus bolt carbine oder Kill Team Infiltrator w/ helix gauntlet

**Basegrößen:** 32mm, Kill Team Infiltrators with bolt sniper rifles 40mm

**Equipped with:** Bolt pistol, Bolt sniper rifle, Deathwatch Bolt carbine, Deathwatch marksman bolt carbine, Deathwatch occulus bolt carbine, Instigator [illegible] carbine, Las fusil, Speci[illegible] [illegible]lt pistol, Ceramit[illegible] [illegible]e, Paire[illegible]

**KEYWORDS:** Infantry, Imperium, Smoke, Spectrus Kill Team, Kill Team, Phobos, Explosives
**FACTION KEYWORDS:** Adeptus Astartes, Deathwatch

# SPECTRUS KILL TEAM 185 PTS

**Heavy**
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

**Ignores Cover**
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

**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].*

**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).*

**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).*

## FACTION RULES

**Combat Doctrines**
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

**Assault** Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

**KEYWORDS:** Infantry, Imperium, Smoke, Spectrus Kill Team, Kill Team, Phobos, Explosives
**FACTION KEYWORDS:** Adeptus Astartes, Deathwatch

# SPECTRUS KILL TEAM 185 PTS

## CORE RULES

**Close-quarters**
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

**Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

**Scouts 6"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

**KEYWORDS:** Infantry, Imperium, Smoke, Spectrus Kill Team, Kill Team, Phobos, Explosives
**FACTION KEYWORDS:** Adeptus Astartes, Deathwatch