



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Boltgun

R	A	BS	S	AP	D
24"	2	3	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Deathwatch shotgun

ASSAULT

R	A	BS	S	AP	D
18"	2	3+	4	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Frag cannon

BLAST 1

HEAVY

LETHAL HITS

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	3+	7	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Stalker-pattern boltgun

PRECISION

HEAVY

R	A	BS	S	AP	D
24"	1	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Combi-weapon (Damnatus)

R	A	BS	S	AP	D
12"	1	3+	9	-3	D3+2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Combi-weapon (Infernus)

BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Combi-weapon (Purgatus)

MELTA 2

R	A	BS	S	AP	D
24"	2	3+	7	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Infernus heavy bolter (Bolt)

HEAVY

RAPID FIRE 2

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Infernus heavy bolter (Infernus)

BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4ANGRIFF

5NAHKAMPF

Blackshield blades

TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Heavy thunder hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Knives and Fists

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Power weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Xenophase blade

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

Storm shield

The bearer has a 4+ invulnerable save.

IMMER / EINMALIG

Death to the Alien

This unit's attacks can:
- Re-roll hit rolls of 1.
- Or: If the target of those attacks does not have IMPERIUM/CHAOS, re-roll hit rolls.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2
RETTUNGSWURF JE DS				
DS 0	DS –1	DS –2	DS –3	DS –4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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...

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 unen...

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.

MELTA This ability always takes the form [MELTA X].

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 m...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

5-10x Veteran w/ boltgun and power weapon oder Veteran w/ heavy thunder hammer oder Veteran w/ frag cannon and CCW oder Veteran w/ infernus heavy bolter and CCW oder Veteran w/ Storm shield and boltgun oder Veteran w/ Storm shield and power weapon oder Veteran w/ stalker-pattern boltgun and CCW oder Veteran w/ Deathwatch shotgun and CCW oder Veteran w/ Black Shield blades

Ausrüstung: Boltgun, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, Combi-weapon (Damnatus), Combi-weapon (Infernus), Combi-weapon (Purgatus), Infernus heavy bolter (Bolt), Infernus heavy bolter (Infernus), Blackshield blades, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade