

IMPERIUM - DEATHWATCH

DECIMUS KILL TEAM

Close-quarters

Combat Doctrines

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

110–210 PTS

Base Kill Team Sergeant and Deathwatch Veterans: 32mm, Gravis Veterans: 40mm

1

KOMMANDO

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2

BEWEGUNG

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3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Deathwatch marksman bolt carbine

HEAVY

LETHAL HITS

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+

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+

Hellstorm bolt rifle

ASSAULT

HEAVY

LETHAL HITS

R	A	BS	S	AP	D
30"	2	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Special-issue bolt pistol

PISTOL

PRECISION

LETHAL HITS

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Stalker bolt rifle

HEAVY

LETHAL HITS

PRECISION

R	A	BS	S	AP	D
30"	2	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Grenade Launcher - Frag

BLAST 1

R	A	BS	S	AP	D
24"	4	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Grenade Launcher - Krak

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	10	-2	3

VERWUNDET

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

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+

Plasma incinerator - Standard

ASSAULT

HEAVY

R	A	BS	S	AP	D
24"	2	3+	7	-2	1

VERWUNDET

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

Plasma incinerator - Supercharge

ASSAULT

HAZARDOUS

HEAVY

R	A	BS	S	AP	D
24"	2	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Plasma pistol - standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

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

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

4

ANGRIFF

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5

NAHKAMPF

Combat knife

PRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

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

SUSTAINED HITS 1

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+

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

Astartes 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.

Grenade Launcher - KrakRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	10	-2	3

VERWUNDET

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

Infernus heavy bolter (Bolt)HEAVY

RAPID FIRE 2SUSTAINED 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+

Plasma incinerator - StandardASSAULT

HEAVY

R	A	BS	S	AP	D
24"	2	3+	7	-2	1

VERWUNDET

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

Plasma incinerator - SuperchargeASSAULTHAZARDOUSHEAVY

R	A	BS	S	AP	D
24"	2	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Plasma pistol - standardCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

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

Plasma pistol - superchargeHAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Combat knifePRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Heavy thunder hammerDEVASTATING 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 weaponSUSTAINED HITS 1

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+

Xenophase bladeDEVASTATING 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+

Astartes shield

The bearer has a 4+ invulnerable save.

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

REGELN & KEYWORDS KURZ
Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
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...
HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...
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.
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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.

AUFSTELLUNG
1x Decimus Kill Team
Ausrüstung: Bolt pistol, Deathwatch marksman bolt carbine, Frag cannon, Hellstorm bolt rifle, Special-issue bolt pistol, Stalker bolt rifle, ► Grenade Launcher - Frag, ► Grenade Launcher - Krak, ► Infernus heavy bolter (Bolt), ► Infernus heavy bolter (Infernus), ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Combat knife, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade
• This model can replace its 5 models with 10 models.
• This model can replace its Stalker bolt rifle with Plasma incinerator.
• This model can replace its Heavy thunder hammer with Power weapon and Astartes shield.
• This model can replace its Deathwatch marksman bolt carbine with Combat knife.
• This model can replace its Hellstorm bolt rifle and grenade launcher with Frag cannon or Infernus heavy bolter.