IMPERIUM - DEATHWATCH

# FORTIS KILL TEAM

Close-quarters | Combat Doctrines

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

**210 PTS**
Base 32mm

## 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+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

### Castellan Launcher — HEAVY

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

### Deathwatch bolt rifle — ASSAULT | HEAVY | LETHAL HITS

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

### Hand flamer — CLOSE-QUARTERS | TORRENT

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 9" | 3 | - | 4 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

### Heavy Bolt Pistol — CLOSE-QUARTERS

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 18" | 1 | 3+ | 5 | -1 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

### Pyreblaster — IGNORES COVER | TORRENT

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 12" | D6 | N/A | 5 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

### Superfrag missile launcher — BLAST 1 | HEAVY

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 48" | 4 | 3+ | 5 | -1 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

### Superkrak missile launcher — HEAVY

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 48" | 1 | 3+ | 10 | -2 | D3+3 |

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

### Vengor launcher — BLAST 1 | HEAVY | INDIRECT FIRE

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 48" | 4 | 3+ | 7 | -1 | 2 |

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

### ➤ Grenade Launcher - Frag — BLAST 1

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

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

### ➤ Grenade Launcher - Krak — RAPID FIRE 1

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

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

### ➤ Plasma incinerator - Standard — ASSAULT | HEAVY

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

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

### ➤ Plasma incinerator - Supercharge — ASSAULT | HAZARDOUS | HEAVY

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

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

### ➤ Plasma pistol - standard — CLOSE-QUARTERS

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

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

### ➤ Plasma pistol - supercharge — HAZARDOUS | CLOSE-QUARTERS

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

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

## 4 ANGRIFF

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## 5 NAHKAMPF

### Chainsword

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

### Knives and Fists

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

### Power fist

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 3 | 3+ | 8 | -2 | 2 |

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

### Power weapon

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

### Thunder Hammer — DEVASTATING WOUNDS

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 3 | 4+ | 8 | -2 | 3 |

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

## ◆ VERTEIDIGUNG

**Fortis Doctrines**
This unit's attacks that target a unit
- Below starting strength, have +1 to hit rolls.
- Or: at or below half-strength have +1 to hit rolls and wound rolls.

## ∞ IMMER / EINMALIG

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## 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

**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…

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 mod…

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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.

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

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

## AUFSTELLUNG

1x Kill Team Sergeant - Equipped with: ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, Bolt pistol, Chainsword, Deathwatch bolt rifle, Power weapon, Hand flamer, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Knives and Fists, Power fist, Thunder Hammer

9x Kill Team Intercessor w/ heavy bolt pistol and chainsword oder Kill Team Intercessor w/ pyreblaster

- Each Kill Team Sergeant can be equipped with 1x Grenade Launcher.
- Each Kill Team Sergeant can replace its Deathwatch bolt rifle with Chainsword, Power weapon, Hand flamer or Plasma pistol.
- Each Kill Team Sergeant can replace its Knives and Fists with Power weapon, Power fist, Thunder Hammer or Chainsword.
- This model's Bolt pistol can be replaced with 1x Plasma pistol.
- This model can be equipped with 1x Vengor launcher.
- This model can be equipped with 1x Grenade Launcher.

**KEYWORDS** Infantry, Imperium, Fortis Kill Team, Tacticus, Kill Team, Explosives · **FRAKTION** Adeptus Astartes, Deathwatch