

FORTIS KILL TEAM

Close-quarters Combat Doctrines

M

6"

T

5

SV

3+

W

2

LD

6+

OC

2

210 PTS
Base 32mm

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R

A

BS

S

AP

D

12"

1

3+

5

-1

1

Castellan Launcher

HEAVY

R

A

BS

S

AP

D

24"

2

3+

5

-1

1

Deathwatch bolt rifle

ASSAULT

HEAVY

LETHAL HITS

R

A

BS

S

AP

D

24"

2

3+

5

-2

1

Hand flamer

CLOSE-QUARTERS

TORRENT

R

A

BS

S

AP

D

9"

3

-

4

0

1

Heavy Bolt Pistol

CLOSE-QUARTERS

R

A

BS

S

AP

D

18"

1

3+

5

-1

1

Pyreblaster

IGNORES COVER

TORRENT

R

A

BS

S

AP

D

12"

D6

N/A

5

0

1

Superfrag missile launcher

BLAST 1

HEAVY

R

A

BS

S

AP

D

48"

4

3+

5

-1

1

Superkrak missile launcher

HEAVY

R

A

BS

S

AP

D

48"

1

3+

10

-2

D3+3

Vengor launcher

BLAST 1

HEAVY

INDIRECT FIRE

R

A

BS

S

AP

D

48"

4

3+

7

-1

2

Grenade Launcher - Frag

BLAST 1

R

A

BS

S

AP

D

24"

4

3+

4

-1

1

Grenade Launcher - Krak

RAPID FIRE 1

R

A

BS

S

AP

D

24"

1

3+

10

-2

3

Plasma incinerator - Standard

ASSAULT

HEAVY

R

A

BS

S

AP

D

24"

2

3+

7

-2

1

Plasma incinerator - Supercharge

ASSAULT

R

A

BS

S

AP

D

24"

2

3+

8

-3

2

Plasma pistol - standard

CLOSE-QUARTERS

R

A

BS

S

AP

D

12"

1

3+

7

-2

1

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R

A

BS

S

AP

D

12"

1

3+

8

-3

2

5

NAHKAMPF

Chainsword

R

A

WS

S

AP

D

Melee

4

3+

5

-1

1

Knives and Fists

R

A

WS

S

AP

D

Melee

3

3+

5

0

1

Power fist

R

A

WS

S

AP

D

Melee

3

3+

8

-2

2

Power weapon

R

A

WS

S

AP

D

Melee

4

3+

5

-2

1

Thunder Hammer

DEVASTATING WOUNDS

R

A

WS

S

AP

D

Melee

3

4+

8

-2

3

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

-

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

1

KOMMANDO

—

2

BEWEGUNG

—

4

ANGRIFF

—

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

—

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.

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