

SPECTRUS KILL TEAM

- Close-quarters
- Combat Doctrines
- Infiltrators
- Scouts 5"

M8"

T4

SV3+

W2

LD6+

OC1

185 PTS

Base 32mm, Kill Team

Infiltrators with bolt sniper rifles:

40mm



3 BESCHUSS

Bolt pistolCLOSE-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+

Bolt sniper rifleHEAVYPRECISION

R	A	BS	S	AP	D
36"	1	3+	6	-2	3

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Deathwatch Bolt carbineLETHAL HITSPRECISION

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 marksman bolt carbineHEAVYLETHAL HITS

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 occulus bolt carbineASSAULT

IGNORES COVERLETHAL HITS

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+

Instigator bolt carbineLETHAL HITS: NON-MONSTER/VEHICLE

PRECISIONRAPID FIRE 2

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Las fusilHEAVY

R	A	BS	S	AP	D
36"	1	3+	10	-3	D3+3

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Special-issue bolt pistolCLOSE-QUARTERSPRECISION

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+

5 NAHKAMPF

Ceramite 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+

Combat knifePRECISION

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+

Paired combat bladesSUSTAINED HITS 1

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Spectrus Doctrines

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

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+S8+

3+S5-7

4+S4

5+S3

6+S1-2

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

KEYWORDS Infantry, Imperium, Smoke, Spectrus Kill Team, Kill Team, Phobos, Explosives · FRAKTION Adeptus Astartes, Deathwatch

1

KOMMANDO

Helix Gauntlet

In your Command phase, this unit heals D3 wounds.

2

BEWEGUNG

—

4

ANGRIFF

—

VERTEIDIGUNG

—

∞

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.

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 deploym...

Scouts 6" This ability always takes the form Scouts X".

ASSAULT

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

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...

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.

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].

AUFSTELLUNG

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

Ausrüstung: Bolt pistol, Bolt sniper rifle, Deathwatch Bolt carbine, Deathwatch marksman bolt carbine, Deathwatch oculus bolt carbine, Instigator bolt carbine, Las fusil, Special-issue bolt pistol, Ceramite Fists, Combat knife, Paired combat blades

▪ This model can be equipped with 1x Las fusil.