IMPERIUM - DEATHWATCH

TALONSTRIKE KILL TEAM

Close-quarters | Combat Doctrines | Deep Strike

M	T	SV	W	LD	OC
12"	5	3+	2	6+	1

280 PTS

Base 32mm, Kill Team Heavy Intercessors with Jump Packs: 40mm

1 KOMMANDO

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2 BEWEGUNG

Talonstrike Doctrines

In a turn this unit was set up on the battlefield:

- This unit's attacks have +1 AP.
- This unit's melee attacks have [LANCE].

3 BESCHUSS

Assault bolters — ASSAULT

CLOSE-QUARTERS | SUSTAINED HITS 2 | TWIN-LINKED

R	A	BS	S	AP	D
18"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Hand flamer — CLOSE-QUARTERS

TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Heavy Bolt Pistol — CLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Plasma exterminators - standard — ASSAULT | CLOSE-QUARTERS

TWIN-LINKED

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+

➤ Plasma exterminators - supercharge — ASSAULT | HAZARDOUS

CLOSE-QUARTERS | TWIN-LINKED

R	A	BS	S	AP	D
18"	2	3+	8	-3	3

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

Ceramite 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+

Chainsword

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Power fist

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

VERWUNDET

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

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+

◆ VERTEIDIGUNG

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∞ 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.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…

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

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…

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

1x Kill Team Sergeant w/ Jump Pack

Ausrüstung: Assault bolters, Hand flamer, Heavy Bolt Pistol, ➤ Plasma exterminators - standard, ➤ Plasma exterminators - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Ceramite Fists, Chainsword, Power fist, Power weapon

- Each Kill Team Sergeant w/ Jump Pack can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.
- Each Kill Team Sergeant w/ Jump Pack can replace its Chainsword with Power fist or Power weapon.
- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.

KEYWORDS Infantry, Fly, Jump Pack, Grenades, Imperium, Kill Team, Talonstrike Kill Team · **FRAKTION** Adeptus Astartes, Deathwatch