

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Boltgun

RAPID FIRE 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Deathwatch shotgun

ASSAULT

R	A	BS	S	AP	D
18"	2	3+	4	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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+

Stalker-pattern boltgun

HEAVY

PRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Combi-weapon (Damnatus)

R	A	BS	S	AP	D
12"	1	3+	9	-3	D3+2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Combi-weapon (Infernus)

BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Combi-weapon (Purgatus)

MELTA 2

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

VERWUNDET

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

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+

4ANGRIFF

5NAHKAMPF

Blackshield blades

TWIN-LINKED

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+

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

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+

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

Storm 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.

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

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...
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.
MELTA This ability always takes the form [MELTA X].
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.
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

5-10x Veteran w/ boltgun and power weapon oder Veteran w/ heavy thunder hammer oder Veteran w/ frag cannon and CCW oder Veteran w/ infernus heavy bolter and CCW oder Veteran w/ Storm shield and boltgun oder Veteran w/ Storm shield and power weapon oder Veteran w/ stalker-pattern boltgun and CCW oder Veteran w/ Deathwatch shotgun and CCW oder Veteran w/ Black Shield blades
Ausrüstung: Boltgun, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, ► Combi-weapon (Damnatus), ► Combi-weapon (Infernus), ► Combi-weapon (Purgatus), ► Infernus heavy bolter (Bolt), ► Infernus heavy bolter (Infernus), Blackshield blades, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade
• This model's Boltgun and Power weapon can be replaced with 1x Knives and Fists and 1x Frag cannon, 1x Knives and Fists and 1x Infernus heavy bolter, 1x Knives and Fists or 1x Knives and Fists.
• This model's Power weapon can be replaced with 1x Knives and Fists.
• This model's Boltgun can be replaced with 1x Combi-weapon.
• This model's Boltgun and Power weapon can be replaced with 1x Combi-weapon or 1x Combi-weapon.

KEYWORDS Infantry, Battleline, Imperium, Kill Team, Deathwatch Veterans, Explosives · FRAKTION Adeptus Astartes, Deathwatch