

DECIMUS KILL TEAM

Close-quartersCombat Doctrines

110–210 PTS

Base Gravis Veteran: 40mm, Deathwatch Veteran with Stalker Bolt Rifle, Bolt Pistol and Knives and Fists: 32mm, Kill Team Sergeant: 32mm, Deathwatch Veteran with Xenophase Blade and Special-issue Bolt Pistol: 32mm, Deathwatch Veteran with Deathwatch Marksman Bolt Carbine, Special-issue Bolt Pistol and Knives and Fists: 32mm, Deathwatch Veteran with Heavy Thunder Hammer and Bolt Pistol: 32mm

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

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R

A

BS

S

AP

D

12"13+5-11

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Deathwatch marksman bolt carbineHEAVY

R

A

BS

S

AP

D

24"23+5-11

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Frag cannonBLAST1HEAVYLETHAL HITS

R

A

BS

S

AP

D

18"23+7-22

VERWUNDET

2+3+4+5+6+

T1–3T4–6T7T8–13T14+

Hellstorm bolt rifleASSAULTHEAVYLETHAL HITS

R

A

BS

S

AP

D

30"23+5-22

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Special-issue bolt pistolCLOSE-QUARTERS

R

A

BS

S

AP

D

18"13+4-11

VERWUNDET

2+3+4+5+6+

T1–2T3T4T5–7T8+

Stalker bolt rifleHEAVYLETHAL HITSPRECISION

R

A

BS

S

AP

D

30"23+5-22

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Grenade Launcher - FragBLAST1

R

A

BS

S

AP

D

24"43+4-11

VERWUNDET

2+3+4+5+6+

T1–2T3T4T5–7T8+

Grenade Launcher - KrakRAPID FIRE1

R

A

BS

S

AP

D

24"13+10-23

VERWUNDET

2+3+4+5+6+

T1–5T6–9T10T11–19T20+

Infernus heavy bolter (Bolt)HEAVY

R

A

BS

S

AP

D

36"33+5-12

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Infernus heavy bolter (Infernus)BLAST1

R

A

BS

S

AP

D

12"3-5-11

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Plasma incinerator - StandardASSAULT

R

A

BS

S

AP

D

24"23+7-21

VERWUNDET

2+3+4+5+6+

T1–3T4–6T7T8–13T14+

Plasma incinerator - SuperchargeASSAULT

R

A

BS

S

AP

D

24"23+8-32

VERWUNDET

2+3+4+5+6+

T1–4T5–7T8T9–15T16+

Plasma pistol - standardCLOSE-QUARTERS

R

A

BS

S

AP

D

12"13+7-21

VERWUNDET

2+3+4+5+6+

T1–3T4–6T7T8–13T14+

Plasma pistol - superchargeHAZARDOUS

R

A

BS

S

AP

D

12"13+8-32

VERWUNDET

2+3+4+5+6+

T1–4T5–7T8T9–15T16+

4ANGRIFF

—

5NAHKAMPF

Combat knifePRECISION

R

A

WS

S

AP

D

Melee43+4-11

VERWUNDET

2+3+4+5+6+

T1–2T3T4T5–7T8+

Heavy thunder hammerDEVASTATING WOUNDS

R

A

WS

S

AP

D

Melee34+10-23

VERWUNDET

2+3+4+5+6+

T1–5T6–9T10T11–19T20+

Knives and Fists

R

A

WS

S

AP

D

Melee33+501

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Power weaponSUSTAINED HITS1

R

A

WS

S

AP

D

Melee43+5-21

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Xenophase bladeDEVASTATING WOUNDS

R

A

WS

S

AP

D

Melee43+5-21

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

VERTEIDIGUNG

Astartes 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+SSS3–4S1–2

RETTUNGSWURF JE DS

DS 0DS –1DS –2DS –3DS –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...

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].

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

AUFSTELLUNG

1x Decimus Kill Team

Ausrüstung: Bolt pistol, Deathwatch marksman bolt carbine, Frag cannon, Hellstorm bolt rifle, Special-issue bolt pistol, Stalker bolt rifle, Grenade Launcher - Krak, Grenade Launcher - Krak, Infernus heavy bolter (Bolt), Infernus heavy bolter (Infernus), Plasma incinerator - Standard, Plasma incinerator - Supercharge, Plasma pistol - standard, Plasma pistol - supercharge, Combat knife, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade

This model can replace its 5 models with 10 models.

This model can replace its Stalker bolt rifle with Plasma incinerator.

This model can replace its Heavy thunder hammer with Power weapon and Astartes shield.

This model can replace its Deathwatch marksman bolt carbine with Combat knife.

This model can replace its Hellstorm bolt rifle and grenade launcher with Frag cannon or Infernus heavy bolter.

KEYWORDS Infantry, Battline, Imperium, Kill Team, Tacticus, Decimus Kill Team, Explosives, Gravis · FRAKTION Adeptus Astartes, Deathwatch