

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Auto boltstorm gauntlets

CLOSE-QUARTERS

TWIN-LINKED

R

A

BS

S

AP

D

18"

3

3+

5

-1

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Bolt pistol

CLOSE-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+

Deathwatch heavy bolt rifle

ASSAULT

HEAVY

LETHAL HITS

R

A

BS

S

AP

D

30"

2

3+

5

-2

2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Deathwatch heavy bolter

ASSAULT

HEAVY

LETHAL HITS

SUSTAINED HITS 1

R

A

BS

S

AP

D

36"

3

3+

5

-2

3

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Fragstorm grenade launcher

BLAST 1

R

A

BS

S

AP

D

18"

3

3+

4

-1

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Flamestorm gauntlets (Close-quarters)

CLOSE-QUARTERS

TORRENT

TWIN-LINKED

R

A

BS

S

AP

D

12"

3

-

4

-1

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Flamestorm gauntlets (Ranged)

BLAST 2

TORRENT

TWIN-LINKED

R

A

BS

S

AP

D

12"

3

-

4

-1

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Melta Rifle

MELTA 2

R

A

BS

S

AP

D

18"

1

3+

10

-3

D3+2

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

Melta Rifle HUNTER:Monster/Vehicle

MELTA 2

R

A

BS

S

AP

D

18"

1

2+

12

-3

D3+2

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Multi-melta

HEAVY

MELTA 3

R

A

BS

S

AP

D

18"

2

3+

10

-3

D3+2

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

Multi-melta (HUNTER:Monster/Vehicle)

MELTA 3

R

A

BS

S

AP

D

18"

2

2+

12

-3

D3+2

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Indomitor Doctrines

- This unit's ranged attacks that target the closest eligible enemy unit, have +1 S.

- If this unit made a charge move this turn, this unit's melee attacks have +1 S.

4

ANGRIFF

—

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+

Twin power fists

TWIN-LINKED

R

A

WS

S

AP

D

Melee

3

3+

8

-2

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT					
W6 · RW 3+ · 3 LP je Modell					
WIRD VERWUNDET MIT					
2+	3+	4+	5+	6+	
S12+	S7-11	S6	S4-5	S1-3	
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.

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...

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].

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

3x Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ multi-melta

3x Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets

4x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ heavy bolter

Ausrüstung: Auto boltstorm gauntlets, Bolt pistol, Deathwatch heavy bolt rifle, Deathwatch heavy bolter, Fragstorm grenade launcher, ► Flamestorm gauntlets (Close-quarters), ► Flamestorm gauntlets (Ranged), ► Melta Rifle, ► Melta Rifle HUNTER:Monster/Vehicle, ► Multi-melta, ►Multi-melta (HUNTER:Monster/Vehicle), Ceramite Fists, Twin power fists