

IMPERIUM - SPACE MARINES

SPECTRUS KILL TEAM

- Close-quarters
- Combat Doctrines
- Infiltrators
- Scouts 6"

M8"

T4

SV3+

W2

LD6+

OC1

185 PTS

Base 32mm

1KOMMANDO

Helix Gauntlet

In your Command phase, this unit heals D3 wounds.

2BEWEGUNG

3BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R12"

A1

BS3+

S5

AP-1

D1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Bolt sniper rifle

HEAVYPRECISION

R36"

A1

BS3+

S6

AP-2

D3

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Deathwatch Bolt carbine

LETHAL HITSPRECISION

R24"

A2

BS3+

S5

AP-1

D1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Deathwatch marksman bolt carbine

HEAVYLETHAL HITS

R24"

A2

BS3+

S5

AP-1

D1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Deathwatch occulus bolt carbine

ASSAULTIGNORES COVERLETHAL HITS

R24"

A2

BS3+

S5

AP-1

D1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Instigator bolt carbine

LETHAL HITS: NON-MONSTER/VEHICLE

R24"

A1

BS3+

S5

AP-2

D2

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Las fusil

HEAVY

R36"

A1

BS3+

S10

AP-3

D3+3

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

Special-issue bolt pistol

CLOSE-QUARTERSPRECISION

R12"

A1

BS3+

S5

AP-1

D1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

4ANGRIFF

5NAHKAMPF

Ceramite Fists

RMelee

A3

WS3+

S5

AP0

D1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Combat knife

PRECISION

RMelee

A4

WS3+

S5

AP-1

D1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Paired combat blades

SUSTAINED HITS 1

RMelee

A3

WS3+

S5

AP-1

D1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

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.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+

3+

4+

5+

6+

S8+

S5-7

S4

S3

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.

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/ occulus bolt carbine oder Kill Team Infiltrator w/ helix gauntlet

Ausrüstung: Bolt pistol, Bolt sniper rifle, Deathwatch Bolt carbine, Deathwatch marksman bolt carbine, Deathwatch occulus 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.