

DECIMUS KILL TEAM

Close-quarters Combat Doctrines

M

6"

T

5

SV

3+

W

2

LD

6+

OC

2

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

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

Deathwatch marksman bolt carbine

HEAVY

LETHAL HITS

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

Frag cannon

BLAST 1

HEAVY

LETHAL HITS

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	3+	7	-2	2

Hellstorm bolt rifle

ASSAULT

HEAVY

LETHAL HITS

R	A	BS	S	AP	D
30"	2	3+	5	-2	2

Special-issue bolt pistol

CLOSE-QUARTERS

LETHAL HITS

PRECISION

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

Stalker bolt rifle

HEAVY

LETHAL HITS

PRECISION

R	A	BS	S	AP	D
30"	2	3+	5	-2	2

> Grenade Launcher - Frag

BLAST 1

R	A	BS	S	AP	D
24"	4	3+	4	-1	1

> Grenade Launcher - Krak

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	10	-2	3

> Infernus heavy bolter (Bolt)

HEAVY

RAPID FIRE 2

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

> Infernus heavy bolter (Infernus)

BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

> Plasma incinerator - Standard

ASSAULT

HEAVY

R	A	BS	S	AP	D
24"	2	3+	7	-2	1

> Plasma incinerator - Supercharge

ASSAULT

HAZARDOUS

HEAVY

R	A	BS	S	AP	D
24"	2	3+	8	-3	2

> Plasma pistol - standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

> Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

5

NAHKAMPF

Combat knife

PRECISION

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

Heavy thunder hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	10	-2	3

Knives and Fists

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

Power weapon

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

Xenophase blade

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+
S10+

RETTUNGSWURF JE DS

DS 0
3+

3+
S6–9

DS –1
4+

4+
S5

DS –2
5+

5+
S3–4

DS –3
6+

6+
S1–2

DS –4
–

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

1
KOMMANDO

—

2
BEWEGUNG

—

4
ANGRIFF

—

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.

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 - Frag, ➤ 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.