

FORTIS KILL TEAM

Close-quarters Combat Doctrines

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

210 PTS
Base 32mm

3 BESCHUSS

Bolt pistol **CLOSE-QUARTERS**

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

Castellan Launcher **HEAVY**

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

Deathwatch bolt rifle **ASSAULT** **HEAVY** **LETHAL HITS**

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

Hand flamer **CLOSE-QUARTERS** **TORRENT**

R	A	BS	S	AP	D
9"	3	-	4	0	1

Heavy Bolt Pistol **CLOSE-QUARTERS**

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

Pyreblaster **IGNORES COVER** **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	5	0	1

Superfrag missile launcher **BLAST 1** **HEAVY**

R	A	BS	S	AP	D
48"	4	3+	5	-1	1

Superkrak missile launcher **HEAVY**

R	A	BS	S	AP	D
48"	1	3+	10	-2	D3+3

Vengor launcher **BLAST 1** **HEAVY** **INDIRECT FIRE**

R	A	BS	S	AP	D
48"	4	3+	7	-1	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

➤ Plasma incinerator - Standard **ASSAULT** **HEAVY**

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

➤ Plasma incinerator - Supercharge **ASSAULT**

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**

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

5 NAHKAMPF

Chainsword

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

Knives and Fists

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

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

Power weapon

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

Thunder Hammer **DEVASTATING WOUNDS**

R	A	WS	S	AP	D
Melee	3	4+	8	-2	3

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
-

1
KOMMANDO

2
BEWEGUNG

4
ANGRIFF

VERTEIDIGUNG

Fortis Doctrines

This unit's attacks that target a unit

- Below starting strength, have +1 to hit rolls.

- Or: at or below half-strength have +1 to hit rolls and wound rolls.

∞
IMMER / EINMALIG

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...

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...

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

1x Kill Team Sergeant - Equipped with: ► Grenade Launcher - Krak, ► Grenade Launcher - Frag, Bolt pistol, Chainsword, Deathwatch bolt rifle, Power weapon, Hand flamer, ► Plasma pistol - supercharge, ► Plasma pistol - standard, Knives and Fists, Power fist, Thunder Hammer

9x Kill Team Intercessor w/ heavy bolt pistol and chainsword oder Kill Team Intercessor w/ pyreblaster

- Each Kill Team Sergeant can be equipped with 1x Grenade Launcher.
- Each Kill Team Sergeant can replace its Deathwatch bolt rifle with Chainsword, Power weapon, Hand flamer or Plasma pistol.
- Each Kill Team Sergeant can replace its Knives and Fists with Power weapon, Power fist, Thunder Hammer or Chainsword.
- This model's Bolt pistol can be replaced with 1x Plasma pistol.
- This model can be equipped with 1x Vengor launcher.
- This model can be equipped with 1x Grenade Launcher.