

FORTIS KILL TEAM

KILL TEAM SERGEANT

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

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 (32mm)
9x Kill Team Intercessor w/ heavy bolt pistol and chainsword oder Kill Team Intercessor w/ pyreblaster (32mm)

Wargear Options:

- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
--------	-------	---	----	---	----	---

ABILITIES

RULES - Close-quarters, Combat Doctrines



Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Castellan Launcher HEAVY	24"	2	3+	5	-1	1
Deathwatch bolt rifle ASSAULT, HEAVY, LETHAL HITS	24"	2	3+	5	-2	1
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Pyreblaster IGNORES COVER, TORRENT	12"	D6	N/A	5	0	1
Superfrag missile launcher BLAST 1, HEAVY	48"	4	3+	5	-1	1
Superkrak missile launcher HEAVY	48"	1	3+	10	-2	D3+3
Vengor launcher BLAST 1, HEAVY, INDIRECT FIRE	48"	4	3+	7	-1	2
► Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
► Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
► Plasma incinerator - Standard ASSAULT, HEAVY	24"	2	3+	7	-2	1
► Plasma incinerator - Supercharge ASSAULT, HAZARDOUS, HEAVY	24"	2	3+	8	-3	2
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

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.



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Knives and Fists	Melee	3	3+	5	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent

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

