

IMPERIUM - SPACE MARINES

DECIMUS KILL TEAM

110–210 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	5	-1	1
CLOSE-QUARTERS						
Deathwatch marksman bolt carbine	HEAVY	LETHAL HITS	24"	2	3+	5 -1 1
Frag cannon	BLAST 1	HEAVY	LETHAL HITS	18"	2	3+ 7 -2 2
	RAPID FIRE 1					
Hellstorm bolt rifle	ASSAULT	HEAVY	LETHAL HITS	30"	2	3+ 5 -2 2
Special-issue bolt pistol	18"	1	3+	4	-1	1
CLOSE-QUARTERS						
	LETHAL HITS	PRECISION				
Stalker bolt rifle	HEAVY	LETHAL HITS	PRECISION	30"	2	3+ 5 -2 2
► Grenade Launcher - Frag	BLAST 1		24"	4	3+	4 -1 1
► Grenade Launcher - Krak	RAPID FIRE 1		24"	1	3+	10 -2 3
► Infernus heavy bolter (Bolt)	HEAVY	RAPID FIRE 2	36"	3	3+	5 -1 2
	SUSTAINED HITS 1					
► Infernus heavy bolter (Infernus)	BLAST 1	TORRENT	12"	3	-	5 -1 1
► Plasma incinerator - Standard	ASSAULT	HEAVY	24"	2	3+	7 -2 1
► Plasma incinerator - Supercharge	ASSAULT	HAZARDOUS	24"	2	3+	8 -3 2
	HEAVY					
► Plasma pistol - standard	12"	1	3+	7	-2	1
CLOSE-QUARTERS						

► Plasma pistol - supercharge HAZARDOUS 12" 1 3+ 8 -3 2
CLOSE-QUARTERS

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat knife	PRECISION	Melee	4	3+	4	-1 1
Heavy thunder hammer	DEVASTATING WOUNDS	Melee	3	4+	10	-2 3
Knives and Fists	Melee	3	3+	5	0	1
Power weapon	SUSTAINED HITS 1	Melee	4	3+	5	-2 1
Xenophase blade	DEVASTATING WOUNDS	Melee	4	3+	5	-2 1



AUFSTELLUNG

1x Decimus Kill Team

Basegrößen: 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

Equipped with: 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

Wargear Options:

- 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.

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

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.

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.

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]**.*

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



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).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

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

CORE RULES

◆ Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly **ADEPTUS ASTARTES** units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

