FORTIS KILL TEAM [LEGENDS]

100–200 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT HEAVY	24"	2	3+	4	-1	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Hand Flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy bolt pistol PISTOL	12"	1	3+	4	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Twin Bolt Rifle TWIN-LINKED	24"	2	3+	4	-1	1
➤ 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 PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - Supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	4+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1

ABILITIES

Attached Unit
If a CHARACTER from your army with the Leader ability can be attached to an DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Fortis Doctrines
Each time a model in this unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

AUFSTELLUNG

5-10x Kill Team Intercessor oder Kill Team Intercessor w/ Special Weapon oder Kill Team Intercessor w/ Melee Option oder Kill Team Intercessor w/ LV Ranged Weapon

4x Kill Team Intercessor w/ Heavy Bolt Pistol oder Kill Team Outrider

Equipped with: Bolt Rifle, Bolt pistol, Hand Flamer, Heavy bolt pistol, Long Vigil ranged weapon, Twin Bolt Rifle, ➤ ma incinerator - Standa ma incinerator - ➤ Pl

KEYWORDS: Infantry, Grenades, Imperium, Deathwatch, Fortis Kill Team
FACTION KEYWORDS: -

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TRANSPORT

Fortis Kill Team
This unit cannot embark within an IMPERIAL RHINO.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

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.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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FACTION RULES

Kill Team

Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a TRANSPORT, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any TRANSPORT their unit can embark within, even though similar models in other units have the TERMINATOR, MOUNTED or JUMP PACK keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered Infantry models, even though similar models in other units may have the Mounted or Jump Pack keywords.

Designer's Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*

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