AQUILA KILL TEAM - IMPERIUM - AGENTS OF THE IMPERIUM

110–210 PTS

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

AUFSTELLUNG

1x Aquila Kill Team

Basegrößen: Kill Team Sergeant and Deathwatch Veterans 32mm, Gravis Veterans 40mm

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, 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 Storm shield.
- This model can replace its Infernus heavy bolter with Frag cannon or Hellstorm bolt rifle and grenade launcher.

KEYWORDS: Infantry, Battleline, Imperium, Aquila Kill Team, Retinue, Ordo Xenos, Explosives, Gravis, Tacticus, Kill Team

FACTION KEYWORDS: Agents of the Imperium

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3

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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

ABILITIES

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.

Storm shield
This model has a 4+ InSv.

WEAPON ABILITIES

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.

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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.